

SEGA PRO

MARCH '95 • ISSUE 42

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**VIRTUA
FIGHTER 3**
EXCLUSIVE
SATURN NEWS!

STARGATE
EXCLUSIVE REVIEW!

MEGA DRIVE
32X

EXCLUSIVE!

MORTAL KOMBAT II

Check out the King
of the beat-'em-ups
on the 32X and win official MKII gear!

18
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Exclusive
TIPS!
See page 63

**ALSO
REVIEWED
INSIDE:**

NFL Quarterback Club
Unnecessary Roughness
Clockwork Knight
Mighty Max
Beavis and Butthead
Corpse Killer
Slam City
Fatal Fury Special



04



MEGA-CD



MEGA DRIVE
& MEGA-32X



MASTER
SYSTEM

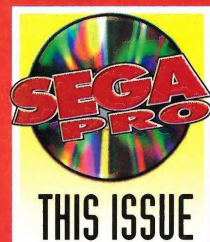


GAME
GEAR



SATURN

INSIDE



Now
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there really is
no other
choice for
the owner
of any
Sega
system!



Britain's Best Sega Magazine!

Springtime is here and **SEGA PRO** is bloomin' brilliant with previews and reviews of all the hot new games at the start of 1995. These include an **EXCLUSIVE** pre-view of the souped-up **Mortal Kombat II** on the **Mega-32X**, plus yet more Saturn exclusives from Japan. Meanwhile **SEGA PRO CD** has an amazing exclusive in the form of a cover-mounted **Flashback** disc demo - thanks to those helpful folks at Delphine. Although it's uncertain whether the game will now come out in Europe, it will be released in the US, so you'll still be able to get it on import. Check out this cracking CD conversion in our stunning playable demo. As well as watching the jaw-dropping game intro, with its Silicon Graphics-generated 3-D animation, you can sample the classic arcade-adventure action for a limited playing time. Enjoy.

DISC DEMO

If you're reading **SEGAPro CD**, you'll be wondering how to play your **EXCLUSIVE Flashback** cover-mounted demo. Here's all you need to know...



FLASHBACK

This dazzling demo includes the stunning Silicon Graphics-generated intro sequence and a limited period of playability on the first platform level of the game.

This is the only PAL version of this CD conversion that you'll see anywhere in the world! Although the game is being released in the US (so you'll be able to buy it on import), Sony have cancelled its planned European release. Luckily the game's creators, Paris-based Delphine Software International, were very keen on doing this cover-mounted demo with SEGAPro. They hope, as we do, that another software company will agree to give the game the European release it so obviously deserves.

How To Play

You play the role of Conrad Hart who has stumbled across an alien plot to invade Earth. Just as he was about to be shot by an alien sniper, a special Holocube whisked him to safety, but he's woken up in a strange alien environment.

Our demo lets you play for a limited period on the first of the game's seven huge levels. As well as classic platform jumping skills, you'll need to draw your gun to shoot various robots and baddies before they hit you. You can also crouch down



to pick up objects, then select and use them from your inventory. So there's a lot of thought needed to solve puzzles, as well as quick reactions to survive.

CONTROLS

LEFT/RIGHT

Conrad walks/shuffles/runs/rolls to the side, depending on which mode he's in.

Up

The hero jumps into the air. If there's the edge of a platform above him, he'll grab hold of it and haul himself up. If walking or running, he'll jump to the side.

Down

Makes Conrad crouch down to avoid enemy fire. Pressing LEFT or RIGHT in this position will cause him to roll on the ground. Press A while crouching to pick up an object.

A

Hold this down to make Conrad run LEFT or RIGHT instead of walking. Press Up while running to perform a giant leap.

B

Activates currently selected object or scenery behind Conrad (eg a switch). When in gun mode, this fires the pistol.

C

Draws Conrad's gun, or puts it away. When in firing mode, Conrad can shoot at baddies, shuffle sideways, run and roll. However, he can't jump or climb up, so you need to put the gun away to do this.

START

Pauses the game and brings up Conrad's inventory, showing all the objects he's holding. Move LEFT/RIGHT to change the selected object, then START to un-pause.

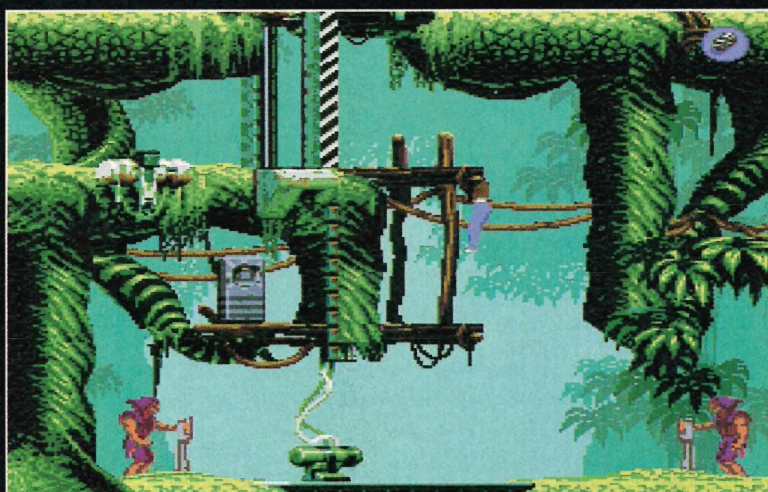


NO DEMO?
ORDER YOURS NOW!

If you're a Mega-CD owner who's bought the normal version of SEGAPro by mistake, or live overseas, you can still get hold of the *Flashback* cover-mounted demo by ordering it directly from our mail-order department.

Just write a cheque for £3.95 sterling made payable to Paragon Publishing Ltd, and send it to: SEGAPro CD #42 Offer, Paragon Publishing Ltd, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

Alternatively, you can pay by Mastercard/Visa by phoning or faxing your order through... tel: 0202 299900; fax: 0202 299955 (overseas readers tel: +44 202 299900; fax +44 202 299955).



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WIN!
Compo on page 26.
Beat the rest and
grab a stunning
Mortal Kombat II
jacket. You can't
win it unless
you're in it!

**MORE REVIEWS
THAN ANY
OTHER MAG!**

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MEGA DRIVE
32X

MORTAL KOMBAT II

Check out the best conversion of Mortal Kombat II yet as we bring you an **EXCLUSIVE** preview of the new 32X version. As ever, **SEGA Pro** is first into the fray at the first sign of a fight – we don't wimp out like other mags! So roll your sleeves up for an orgy of bloody action with improved graphics and sound.

Hey you! We have exclusive news about the Saturn conversion of *Virtua Fighter 3* on page 6. Meanwhile on 7, we reveal a BBFC censorship shock. And finally, on 8, will you be up for the Daytona challenge?

NEWS



LINE F Z O R E

BRIGHTER, BOLDER, BETTER!

Now that the New Year celebrations are but a dim and distant memory, it's back to the grindstone. For the Pros this means returning to what we do best and that's producing Britain's favourite Sega magazine. However, we won't be resting on our laurels in 1995. SEGA PRO is always looking forward and we've got some surprises in store for you guys over the next few months, so make sure you keep 'em peeled! This issue we've pulled yet another big exclusive out of the bag. *Mortal Kombat II* on the Mega Drive-32X is going to be huge and we've got the first big preview. Add to this more reviews than any other magazine, some top solutions to the latest games and another in-depth look at the latest Saturn software for an unbeatable read. Stay tuned
Chris Marke



Virtua Fighter 3

EXCLUSIVE!

As always we're the first with the big news and we can now exclusively reveal that *Virtua Fighter 3* is already under production for the Saturn in Japan. Barely has the work on the sequel to the awesome original Saturn beat-'em-up finished than those hard-working chaps in the Land of the Rising Sun have started on the third in the series.

The *Virtua Fighter* saga follows a simple story line. A long time ago, in the era of Showa, the Japanese army attempted to overthrow the last Emperor of the Ching Dynasty. Their coup failed, however, and this was attributed to the strength of the Imperial Guards who used an unbeatable martial art called Hakkyokuken. Justifiably Hakkyokuken was proclaimed the ultimate fighting technique.

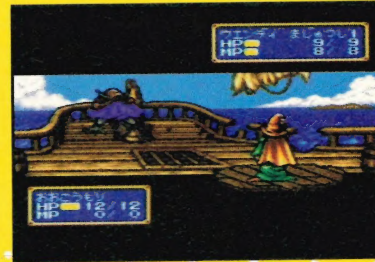
Many years later Akira Yuki decides to take this martial art to the ultimate World Fighting Tournament and prove both its and his own worth. This tournament is

entered by ruthless combat experts from all over the globe, with the winner rightly earning the title of the most powerful man in the world.

All the characters in the game will have a host of attacking moves, with anything up to 22 in their arsenal. As with the original *Virtua Fighter* this will be an action-packed extravaganza of ultra-violence and vicious fighting; all presented with superb graphics and brilliant atmospheric sound.

A certain Mr Suzuki of Sega Japan has been quoted as saying he has a series of five *Virtua Fighter* games planned, so he won't be relaxing just because he has got *Virtua Fighter 2* completed. He plans to have a rest and then get cracking on *Virtua Fighter 3* – go for it Mr Suzuki, my man!

It looks like the Saturn is going to be packed to bursting with beat-'em-ups of the highest calibre, watch out for more news on this and other top beat-'em-ups soon!



SHINING BRIGHT

The Mega-CD will soon be graced by one of the best RPGs ever to have sliced its way onto the Mega Drive. Sega are looking to release the CD version of *Shining Force* in March, which is a real bonus for the beleaguered Sega machine.

Anyone familiar with *Shining Force* will know that it is still one of the most challenging RPGs available. On the Mega Drive it boasted excellent graphics, combined with brain-teasingly difficult puzzles and some fun combat scenes. All of these attributes look to have been passed on to the Mega-CD version of the game and we hope to bring you a full preview next issue.

NAB A NEPTUNE

The latest console from Sega is known as the Neptune and will retail at £200. However, don't get too excited. The machine isn't another new generation console, but is instead an all-in-one Mega Drive and 32X unit, which Sega hope will make them even more cash throughout this year.

The Neptune, previewed at the CES in Las Vegas, looks to have a cost that compares favourably to the prices currently being quoted for import Saturns. Sega see the machine as offering newcomers to the console market 32-bit technology at an affordable price.

To complete our look at the new console we can tell you that the Neptune will slot into existing Mega-CD units, which means you will be able to access the specific 32X CD software being released soon.

As a footnote we can also inform you that Sega has ruled out the future release of a hand-held Mega Drive. It has been designed, but the LCD screen would have made it too costly to be released at a realistic price. Bit of a shame really!

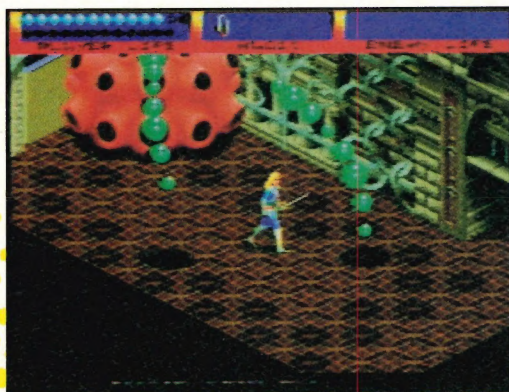


BLOOD 'N' GUTS BLASTED!

1 995 will see more games being given BBFC ratings after a law change and new directive from the Home Office. This means that software companies will have to get new releases rated by the traditionally movie-oriented classification bodies.

The Sega games these new moves are bound to effect most are blood-filled beat-'em-ups such as *Mortal Kombat*, ultra-violent killers like *Doom*, and Mega-CD FMVs such as *Night Trap*. From now on games like these, that want to use blood and gore,

run the risk of having to pay the BBFC for classification. On top of this there is the loss of cash at the tills to worry about, as it is illegal to sell games with an 18+ rating to children. It should be interesting to see how these new measures affect the games coming out in the future.



to overcome. We were also told that there are loads of unique enemies to overcome, which can only be achieved if the player collects money from particular points in the game. Those Market Forces policies get everywhere, don't they!

The game also involves battling your way around castles and other traditional adven-

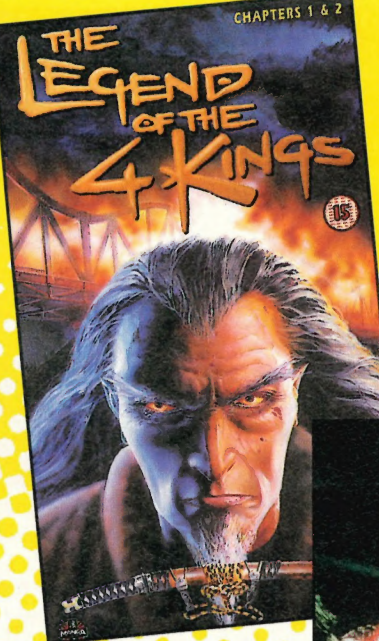
COOL CRUSADES

This summer Sega will be asking us to join the crusades as they send another title crashing onto the Mega Drive. It will be going by the name *Light Crusader* and from what we have seen of it so far it looks to be very much in the *Landstalker* mould.

We did manage to get a quick play on *Light Crusader* on a recent visit to Sega. From what we saw then, the game is an isometric scrolling adventure with plenty of puzzles and obstacles for the player

ture locations, making progress through the use of your sword and magic tricks collected along the way. The magic is performed by fusing sky with fire, earth and/or water, which makes for some exciting gameplay. The game will be 16 Megs of RPG adventure and looks to have the potential to be a smash hit with fans of the genre.

As always we'll bring you the complete lowdown on *Light Crusader* as and when we hear more news.



MAGIC MANGA

Welcome once again to the merry world of Manga as we bring you

more news on the latest titles smashing their way into the shops soon! The two in question are *Wings Of Honneamise* and *The Legend Of The 4 Kings*.

Wings is based on an original short story by director Hiroyuki Yamaga and received rave reviews for its Japanese cinema release in the autumn of last year. The whole production was a massive affair with over three thousand animators used to complete the film. All that work for yet another typical slice of Manga mayhem – the mind boggles!

Wings Of Honneamise tells the story of a civilisation's first faltering steps into space. When cadet Shiro Lhadatt signs up with the Royal Space Force he encounters ridicule

and apathy from manipulative leaders and a cynical public. However, his destiny is to be the first man in space and what follows is a desperate struggle to complete this dream before military leaders spark off a World War. With a running time of 125 minutes approx and a cost of £13.99, this release looks like being great value for Manga die-hards.

In contrast *The Legend Of The 4 Kings* is a new six-part Manga epic. The first two chapters follow four brothers who look normal but have

inherited incredible special powers. In other words your basic Manga fare once again! In the first chapter

entitled *The Dragon Prophecy* the brothers have to overcome kidnappings, assault and expulsion threats; while in chapter two, *Ancient Truths*, they come face to face with the oppressive tyrant Gozen of Kamukura. Sounds fun.

Legend Of The 4 Kings also costs £13.99, but for only 92 minutes of typical Manga action. Of the two releases *Wings Of Honneamise* looks more likely to take Manga lovers by storm.



BOOM-TIME, BABY!

Well according to new sales figures compiled by Gallup it is anyway! These figures, released by ELSPA, reveal that sales of video games cartridges (that's the ones you stick in yer Mega Drive, dummy) rose by a breathtaking 104% in the run-up to Christmas. Well they would, wouldn't they? – after all, in the commercial frenzy that is Christmas, everyone's a winner. Ho ho ho.

Further good news came for

country people were buying the systems as soon as shops opened and many had to get extra stock cabbled in to meet the massive demand. Sega saw the 32X as their strongest Christmas product, but even with this original optimism their expectations were surpassed by the huge amount of interest in the Mega Drive add-on. Lets hope we now see them making a real effort to produce a consistent supply of quality games for the 32X, eh readers?

Sega as Mega Drive 32Xs flew off the Xmas shelves in droves. All over the



SEGA

TO SERVE

Ahe beginning of the New Year sees the announcement of a couple of new games for the Mega Drive by Sega. Both *ATP Tennis* and *Asterix* are destined for a March release and while it's doubtful either game is going to offer anything original, both could well be worth a look for fans of their respective genres.

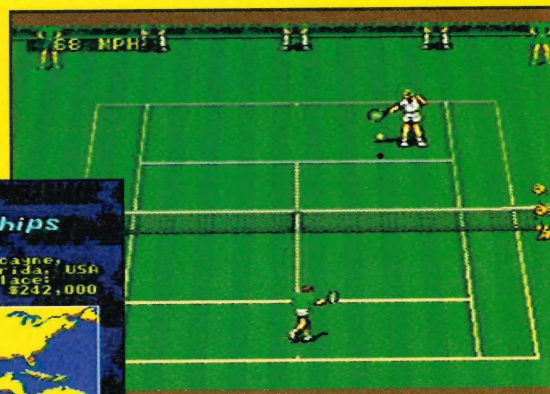
Sega have decided to join the world of the hard-hitting servers with a new tennis simulation entitled *ATP Tennis*. Coming out in the next few months it's intended to be a serious contender for the tennis crown currently held by Codemasters' *Pete Sampras Tennis*.

Sega have made previous attempts to create the definitive tennis game, with titles such as *Wimbledon* springing to mind. However, this never really set the Mega Drive alight, so it's hoped *ATP Tennis* will be an improvement.

The game will contain all the usual options you'd expect of a tennis sim,

such as a wide choice of tournaments, singles and doubles matches and a host of players to choose from. So if you fancy a spot of tennis, get the strawberries and cream ready to read our in-depth look at the game (set and match) next issue.

In complete contrast *Asterix* is traditional platformer fare in which your favourite Gaul goes round doing what he does best. Namely bashing Romans, with the help of his pals. There have been plenty of *Asterix* games in the past, so let's hope this one has something new to offer.



CHARTS COMPILED BY GALLUP



...MEGA DRIVE...

1	FIFA Soccer '95	EA	£44.99
2	The Lion King	Virgin	£44.99
3	Micro Machines 2	Codemasters	£44.99
4	Sonic & Knuckles	Sega	£44.99
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7	Urban Strike	EA	£44.99
8	PGA Tour Golf '3	EA	£44.99
9	Mortal Kombat II	Acclaim	£44.99
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12	Micro Machines	Codemasters	£39.99
13	Sonic The Hedgehog '3	Sega	£44.99
14	Mega Bomberman	Sega	£39.99
15	Sonic The Hedgehog	Sega	£14.99
16	RoboCop Vs Terminator	Virgin	£39.99
17	Sonic The Hedgehog 2	Sega	£19.99
18	Ren & Stimpy	Sega	£39.99
19	Desert Strike	EA	£39.99
20	Super Street Fighter II	Sega	£49.99

...MASTER SYSTEM...

1	The Jungle Book	Virgin	£32.99
2	The Lion King	Virgin	£29.99
3	Sonic Chaos	Sega	£29.99
4	Aladdin	Virgin	£32.99
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6	RoboCop Vs Terminator	Virgin	£32.99
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8	Desert Speed Trap	Sega	£29.99
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...GAME GEAR...

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8	RoboCop Vs Terminator	Virgin	£32.99
9	Sonic Spinball	Sega	£29.99
10	Super Off-Road	Virgin	£32.99

...MEGA-CD...

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7	Jaguar XJ220	Sega	£39.99
8	Wolfchild	Sega	£39.99
9	Prince Of Persia	Sega	£39.99
10	Ground Zero Texas	Sony	£49.99

DAYTONA CHALLENGE

A return flight for two and hotel accommodation for seven days in the USA is the prize for the winner of the forthcoming Daytona Challenge. Heats will be held at all the Sega Family Entertainment Centres throughout the country on either Saturday 28 January or Saturday 4 February and you should check your local centre for date, time and application form. Although unless you've got your copy of SEGAPRO as soon as it came out you may be too late! So step on it.

Entry to the competition will cost £1.00 and it will be run as a straightforward knockout on the beginner's level. The official reason is that this will give everyone a chance to win, but we reckon they are just trying to get more people to enter really, and there's no harm in that! The more the merrier.

The three top players from each heat will go forward to the Grand Final on Saturday 18 February at The Sega Dome Yaohan Plaza in London. Heat winners will each receive Sega Goodie Bags and the two runners-up in the final will each receive a Sega Mega Drive and trophies. So get yourself down there and tell 'em SEGAPRO sent ya. That'll scare them.



**Established
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Quickshot Starfighter 3B.....	9.99
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EA 4 Way Play Adaptor.....	26.99
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Game Gear	5.99
Gear to Master Converter.....	11.99
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Logic 3 Mains Adaptor	
Game Gear	6.99

PR2-SProMar

THE GREATEST NINE

A 'behind the net and overhead' viewpoint.



This view follows the ball to give you the best seats in the house.



This is Normal Screen Mode. The game is played from a view behind the net.

Baseball fans will be pleased to hear their sport is being converted to the Sega Saturn in March. Going by the name of *The Greatest Nine*, this has been officially approved by the Japanese Pro-Baseball league. All the latest data for the real-life players will be available, together with a special function enabling gamers to change the viewpoints in a series of steps. Creating your own specialist team will be a novelty option thrown in too.

The game's mechanics are primarily based on the animations of the sprites on the field. Each player has his own batting and pitching technique true to real life by virtue of

some splendid digitised animation. TV broadcasting and crowd cheering will be included. Other features have yet to be decided.



There are four stadiums to play in. This is the Dome.



Using a side view you get the same perspective as other sprites.



The distinctive form of Ochiai San.



CONSOLE CHARTS

- 1 NE.....SONIC AND KNUCHLES (MD)
- 2 NE.....STAR BLADE (MD)
- 3 2.....YU YU HAKUSHO (MD)
- 4 1.....LANGRISSER II (MD)
- 5 7.....SONIC THE HEDGEHOG 3 (MD)
- 6 —.....PHANTASY STAR (MD)
- 7 —.....PUYO PUYO (GG)
- 8 —.....YU YU HAKUSHO (GG)
- 9 NE.....MOLDORIAN (GG)
- 10 NE.....ROCK MAN MEGA WORLD (MD)

WING ARMS



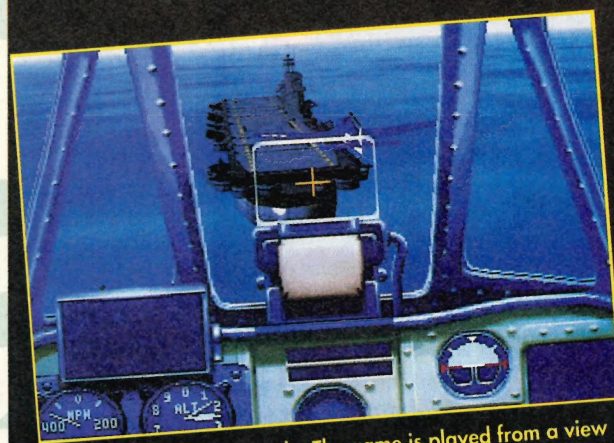
The player uses the aircraft carrier 'Enterprise'.

This is a fantastic new Saturn flight simulation due for release very soon in Japan. The fighter planes are the ones used in the Second World War! Flight controls will include the standard air brake in the cockpit and throttle control for speed.

The 'Mission Mode' puts a player into a Captain's role with the aim of clearing each scenario. The 'Vs Mode' allows players to select one of the seven available fighter pilots for an air-to-air dogfight.

In Mission Mode the game is set just after the war, and a mysterious group called 'Avalon' has begun to attack other nations in a bid to take over the entire world. The group achieves this by taking arms and drafting in soldiers from the armies of the Allies and from the Imperial Army.

The Allied Army sends up an aircraft carrier and seven ace pilots. Although the latter are fictional characters, the aircraft themselves are real, comprising high-quality machines built in various countries. Types include the 'Zero Sen', 'Messerschmidt' and 'Hellcat'.



This is Normal Screen Mode. The game is played from a view behind the net.

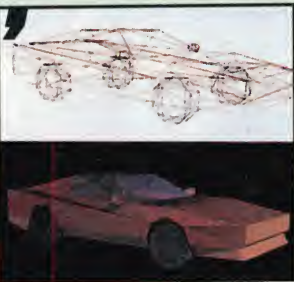
RACE

DRIVIN'

A few issues ago we brought you news of Mega-CD *Race Drivin'*. We can now inform you of the Saturn version – faithfully being translated from arcade to Sega Saturn.

In comparison to the old Mega Drive version this will have the bonus of enhanced texture mapping at many points in the game thanks to the in-built Sega Saturn function.

New courses will be added featuring loops and bridges. It is planned that apart from the ordinary sedan cars, other types of vehicles will be



Add a polygon to a wire frame and hey presto!

included. Several other kinds have been put forward, including vintage cars, trailer vehicles, and three-wheelers. No final decision has been made as of yet though.

Unique types of cars have been suggested for this title.



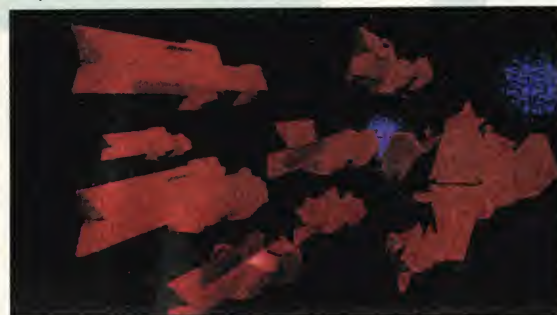
Spectacular 3-D graphics in *Quo Vadis* on the Saturn.

VADIS

Quo Vadis is only ten percent complete so far – but you saw news of its Saturn release here first! Japan News can tell you that this will be a simulation game about 'fleets of planets' in battle. Players begin as Captain of the ship, Destroyer, and gain experience through many battles and complicated human relationships.

The visuals are expected to be 'superb' as the design of the main

characters is done by a talented guy called Haruhiko Miki. The 3-D battle scenes will be some of the most outstanding graphical sequences.



What's all this red stuff? Dunno, but it looks quite neat.

ARCADE CHARTS

1	—	GENUINE SAMURAI SPIRITS
2	3	VIRTUA COP
3	1	VIRTUA FIGHTER
4	—	PUYO PUYO TWO
5	—	RIDGE RACER



Here's a picture of a course from the original *Race Drivin'*.

NIP BITS

● Do you like karaoke? The Japanese go wild at the mere thought of it. It's big over there – and Sega have picked up on the popular pastime. They've introduced a multimedia karaoke machine called 'Prologue 21'. This is the proud possessor of the largest repertoire of any karaoke hardware, and delivers 50 new pieces of music every month. It also uses a handy 'navigator', saving the need for a book of written music. Sega's Prologue 21 can also be connected to the Sega Saturn.

● On New Year's Eve the rock band 'X Japan' were backed up by the 'Sega Saturn Presents' advertisement. On the day of the Saturn's release it was announced that X Japan would also be involved in a new multimedia package for the wonder machine.

X Japan are planning to produce musical entertainment software using their Tokyo Dome live concerts 'Blue Night' and 'White Night'. Sega aim to satisfy games fans, music fans in general, and X Japan fans using the features of the Saturn to provide high-quality screens and sounds.

We can tell you that Japan X first appeared on stage in 1989 and they've become the most trendy band around. They have expanded on the success with performances in America and are currently devoting themselves to recording over there. Their forthcoming album is due for release this summer.

● The growth of Sega theme parks in Japan is quite rapid! On November 30th a new park called Ichikawa Galbo was opened – the biggest theme park after the two at Osaka and Yokohama. Attractions include VR-1, amusement machines and merry-go-rounds. These items are supposedly the most advanced the world has seen in any theme park before.

● Ever heard of the coin-op *Night Striker S*? We can exclusively inform you that this flight combat game is shortly to appear on home console. Taito are likely to be the software house taking up the challenge of transforming *Night Striker* from the arcade to the Sega Saturn.

THE FIGHTERS AND THEIR PILOTS



The Shinden – Ryoko Kawasaki. The daughter of the developer joins the fight to prove the quality of this fighter. It was built at the end of the war, but not in time to see active combat.



The Spitfire – Alfred Gain. This aristocrat is one of the pilots who saved his country from the Imperial Army. His machine is very easy to handle and is excellent at aerobatics.



P-51 – Tracey Elder. She is an experienced pilot, and has been flying since she was ten years old. The plane is good at aerobatics.



P-38 – James Elder. During the war he was a leading figure in the Air Force. His machine has a very powerful machine gun.

COMBO

THE
ADVENTURES
OF
MIGHTY MAX
MIGHTY MAX

Ever dreamt of cruisin' through town on a high-tech skateboard, with a stash of other free goodies tucked under your arm? Probably not, as it happens! However, you too can become a radical skateboarder with this superb competition in association with those gorgeous PR people at Sony.



Live life to the Max!

Mighty Max is the young star of a top-rated children's television series.

He's a happy-go-lucky, blond-haired little imp, with a liking for cool, red baseball caps. He's also just made the time-honoured transition from television to the console market in the latest release from Sony.

The game pits Max against the evil Skullmaster. He has been chosen by the Ancient Warriors as the world's only hope and it's up to you to control Max through the many puzzles and platforms that make up the game.

Mighty Max has five stages to negotiate in total and can be played by one or two players.

To support the game's launch there is a host of Mighty Max merchandise on the market at the moment, which is why our prizes are so cool and wacky! We're giving you the chance to win exciting stuff such as Mighty Max skateboards and Squirty Water Heads!

To get your hands on these brilliant prizes, plus copies of the game for the Mega Drive, simply answer the ridiculously easy question at the bottom of the page.

THE QUESTION

What is the other TV/movie spin-off game coming soon from Sony starring those Stone Age heroes Fred, Wilma and Barney?

The Prizes!

1ST PRIZE

The first five correct entries drawn from the hat will each receive a copy of the Mighty Max Mega Drive game, a Mighty Max skateboard, a Mighty Max LCD arcade system and a Mighty Max Squirty Head.

2ND PRIZE

15 runners-up will each receive a Mighty Max Squirty Head!



Put your answers on a postcard and send to the following address:

**Mighty Max Compo,
SEGAPRO,
Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF.**

Make sure your entry arrives by February 26 and remember the editor's decision is final.

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NEW

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With this unique feature you have total control of the speed of the whole game. You choose from about 10% to full speed very effective with most games!

NEW

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Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

NEW

UNIVERSAL ADAPTOR FEATURE

This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called "NTSC only" games from the US and Japan.

NO NEED TO WAIT

So remember because Action Replay has both a Universal Adaptor and a Universal Cheat System you can buy the latest releases even as import and crack them wide open - NOW!!

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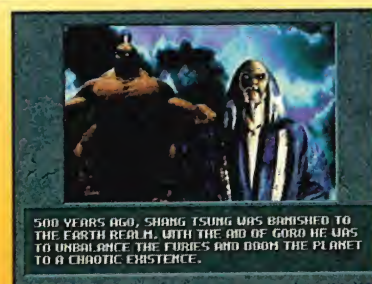
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MEGA-32X

INTRO FREAKO

It may be short, but the eerie intro sequence sets the scene perfectly for the turn of events that have occurred since the first *Mortal Kombat* game. In short, Shang Tsung receives a severe beating by his master, Shao Kahn, for making such a mess of the original Kombat tournament and unwittingly causing the death of Goro in the process. Not being the complete tyrant he first appears, Kahn eventually agrees to give Tsung a second chance, and so it's off to the Outworld once again for a second helping of torso-ripping action with tons of ketchup!



500 YEARS AGO, SHANG TSUNG WAS BANISHED TO THE EARTH REALM. WITH THE AID OF GORO HE WAS TO UNBALANCE THE FORCES AND DOOM THE PLANET TO A CHAOTIC EXISTENCE.

MORTAL KOMBAT II

EXCLUSIVE!

Although the humble Mega Drive version was good, arcade-perfect it wasn't. However, the hot news this month is that the 32X version is nearing completion, and Ryan Butt infiltrated Probe's techno lab in the dead of night to bring you this in-depth report on what is shaping up to be the most stunning conversion yet.

For me, *Mortal Kombat II* was the best game of '94, narrowly pipping the innovative excellence of Nintendo's *Donkey Kong Country* at the last hurdle... longevity. It was of breath of fresh air after the previous beat-'em-up king, *Street Fighter II*, had started to curl at the edges and go mouldy!

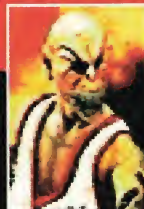
The SNES version of Midway's exceptional arcade beat-'em-up was undoubtedly the cream of the crop, but being a loyal Mega Drive owner, I still went out of my way to blag my own copy to compare the two. Although both versions played the same, the Sega version lacked the graphical crispness and eerie speech and sound effects that made the SNES and coin-op versions so hard to tell apart. However, there's a new contender in town that is set to be the most accurate conversion yet... which is unsurprising when it uses double the memory!

Mortal Kombat II on the 32X is a wonder to behold. From the moment you switch the machine on to be greeted with a barrage of spot-on coin-op-quality intro pics, you know that you're in for a treat. Then comes the thumping Oriental

CHARACTER PROFILES

Reworked, revamped and ready for action. Here's how the 32X MKII characters look and perform in their latest outing...

BARAKA



Mad Dog McBlades has always been a frightening creature, but with the new re-mastered visuals, he now looks uglier than ever!



BY SEIZING CONTROL OF THE SHAROLIN TOURNAMENT HE TRIED TO TIP THE SCALES OF ORDER TOWARDS CHAOS. ONLY SEVEN WARRIORS SURVIVED THE BATTLES AND SHANG TSUNG'S SCHEME WOULD COME TO A VIOLENT END AT THE HANDS OF LIU KANG.



FACING EXECUTION FOR HIS FAILURE AND THE APPARENT DEATH OF GORO, TSUNG CONVINCES SHAO KAHN TO GRANT HIM A SECOND CHANCE.



SHANG TSUNG'S NEW PLAN IS TO LURE HIS ENEMIES TO COMPETE IN THE OUTWORLD WHERE THEY WILL MEET CERTAIN DEATH BY SHAO KAHN HIMSELF.

Liu Kang won't be complaining about the heat in a hurry, not after Kitana offered to fan him down.



I like to ride my bicycle! Liu Kang punishes Rayden with sheer in-ye-face brutality.



The Dead Pool Fatalities are still present, complete with an eerie new dripping effect.



AT

twanging of the sound-track that rumbles through the speakers like an express train surging through a tunnel and hits you like a clap of lightning from Rayden himself – ouch!

The most noticeable difference becomes apparent before you even reach the action, and that is the oodles of extra speech that has been crammed in. Whereas the Mega Drive version boasted muffled, slightly distorted waffling, 32X MKII spits out the calls in an intimidating, slightly grave, yet crystal clear tone. Nice one.

Moving on to the main action, and what else could I say other than wow! These are coin-op quality visuals – no doubt about it! The 12 unsavoury character sprites take on a completely new lease of life, looking a lot better-defined compared to the 16-bit version. The backgrounds have also been totally reworked and



Instead of killing your opponent, why not humiliate them instead and turn them into a tot.

are now brimming with atmospheric colours and unscrupulous menace. In fact, the only real fault with the Mega Drive version (apart from the sound) was the lack of authentic colours, and with a brand-new extensive palette now in effect, nobody can dispute the fact that this is simply the most ass-kicking arcade conversion to ever grace a console. **SP**

ALL IN A GAME

Unsurprisingly, MKII is a whopping 32 Megs, which means that virtually every ounce of detail from the legendary arcade machine has been included. Best played with a six-button joystick, it features a plethora of standard, special, and finishing moves.

The version we looked at was a little over 75% complete with tweaking still needed in the sound and speed departments. Probe heartily claim that the finished copy will run considerably faster than the Mega Drive version – wooh!

Having played the game well into the early hours and grabbed virtually every finishing move, I couldn't fault it in any department whatsoever.

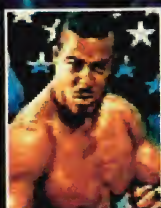
Never let it be said that the best form of attack is defence – just look what happened to Kung Lao!



"Short back and sides sir... oops, er I think some kind of discount could be arranged!"



JAX



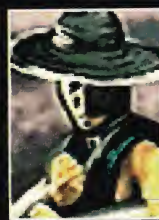
JOHNNY CAGE



KITANA



KUNG LAO



An old veteran from the original *Mortal Kombat*, Johnny returns with an exciting array of moves and an ego beyond human comparison.

The mad monk desperado has by far the most grotesque Fatality in the game which offers a totally new meaning to doing the splits!

PREVIEW



MEGA-32X

MORTAL KOMBAT II



It's fireballs at dawn in the spooky Portal stage. Remember, lots of uppercuts will result in an appearance by Mr Toasty!



I can think of better ways than ice incarceration to impress a girl – that is if Mileena can be classed as a girl!



The awesome guardian, Kintaro returns for a gripping showdown.



The final battle with Shao Kahn will test the abilities of any self-proclaimed beat-'em-up expert.

Rayden: "Ha ha, fry you lily-livered, tiger-skinned, four-armed blood monster from hell!"
Kintaro: "I don't know 'watt' you mean!"



Shang Tsung's ripping Kintaro morph Fatality is tricky to pull off, but it sure as hell looks great!



PEEKABOO

It's no secret that there are three hidden fighters in MKII, but with the arrival of the new 32X version comes some fancy new effects when you reach them. When summoning Jade for instance, the screen is filled with a huge 'question mark' that zooms out to signify that you've cracked the secret and are about to be warped off to Goro's lair to fight the Day-Glo green lass. This familiar battleground from the first game has also undergone some minor enhancements because the walls are now splattered with blood and the floor is littered with a hefty array of bones – yeeek!

Although Probe Software were tight-lipped, rumours are already surfacing that 32X MKII contains additional hidden fighters to the other versions of MKII currently available – we'll bring you more news of this as soon as we can confirm it.

LIU KANG



RAYDEN



The winner of the original tournament returns for a second crack at the title, although this time his character is a lot darker and bloodthirsty.

All charged-up and ready to go, the Thunder God descends from the heavens to wreak havoc once again. Check out his exploding Fatalities.

MILEENA



REPTILE



The seemingly beautiful siren from the wasteland hides a terrible secret that could put a bit of a dampener on any blind dates she embarks on!

He may look human at first glance, but Reptile is all lizard when it comes to fighting. He'll spit acid, disappear like a chameleon and lick you to death!

KOMBAT THROUGH THE AGES

Who remembers the original *Mortal Kombat*? Crap wasn't it? Well okay, so it wasn't too bad for the time, but with only seven characters it was a wee bit limited. However, the attraction was hard to miss. It featured fully digitised sprites using real actors, oodles of blood, and a rather interesting new concept known as Fatalities whereby you duffed your opponent into a daze and then performed a tricky keypad combination to dismember them in some horrible way or another.

The sequel is what a sequel should be, a total reworking of the original formula, expanding on the key features that made its predecessor such a success. To say that *MKII* did this would be an understatement. The character count has nearly doubled to a staggering 12 (including five of the original line-up, one fully controllable secret character from the first game, plus six totally new combatants). The secret character count has trebled (there was one in *Mortal Kombat*, and three in *MKII*, plus there are rumoured to be even more lurking deep within the circuitry, as well as a hidden game of *Pong*!).

Last but not least, the Fatality count has soared sky-high. In the original, each character had one Death Move, but now each of the 12 characters has two personal Death Moves, a further three that can only be performed on certain stages, plus a novel 'Friendship' and 'Babality' move. That means that *MKII* contains a staggering 84 different finishing moves in total – now if that isn't progress then I don't know what is!



The ground-breaking Pit Fatalities have to be seen to be believed.



ACCLAIM
£TBA
OUT: MAY



COMPLETION

1st IMPRESSIONS

There is no doubt in my mind that this is the best version of *Mortal Kombat II* to date, causing even the mighty Super NES version to take a back seat. Owners of the 32X (however few that may be!) can at last hold their heads up high and be proud to own the platform that enables near-perfect arcade quality in the world's finest beat-'em-up!

I for one will be counting the days until 32X *MKII*'s scheduled May release date. You never know, it may even persuade me to fork out for one of these newfangled 32X contraptions!



Cage demonstrates the art of being in four places at once.



Behold, Mortal Mountain plans the destiny of each fighter. How high can you go?

An alternative to Scorpion's Toasty Fatalities involves swiping his opponent in twain



Oh no, not shredded entrails for breakfast again.



The decomposing bodies left in these thar woods are having a strange effect on the trees



Yes, Mr Toasty is back, except this time you can actually hear what he is saying.



SCORPION



The fire demon materialises once again, complete with his annoying spear and teleport moves. Just whatever you do, don't buy one of his dolls!



SHANG TSUNG



SUB-ZERO



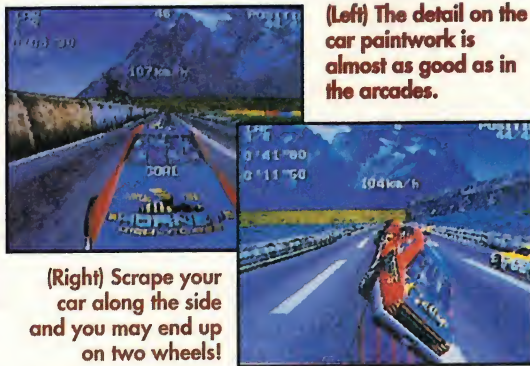
Granted a second chance at redemption, it's do or die for the mighty morphing oriental geezer. With every move at his disposal, he takes some beating.

Determined not to be left out in the cold for a second time, Sub-Zero emerges with more ice-related moves and shattering Fatalities.

PREVIEW



SATURN



(Left) The detail on the car paintwork is almost as good as in the arcades.

(Right) Scrape your car along the side and you may end up on two wheels!

Mark Hill looks across to Asia for an exclusive in-depth preview of Daytona USA for the Saturn. Who says the Japanese are good at keeping secrets?

In *Virtua Fighter 2*, says Mr Suzuki at AM2 in a confident tone of voice, "has just been completed". He's a proud man. *Virtua Fighter* is an incredible beat-'em-up on the Sega Saturn and the sequel should be even better.

Soon after the celebration, Mr Suzuki sets off on a foreign journey. He's a busy guy. But he did find a little time to answer a few questions. Nice bloke. The first question would be top of the list on any journalist's notebook: "What is the situation over the development of *Daytona*?"

Under Mr Suzuki, the AM2 development house is actually made up of many teams, creating top Sega arcade games and converting them to the Saturn. They are one of the best in the business.

Mr Suzuki has already got a series of five *Virtua Fighter* games planned. So he won't be relaxing once *Virtua Fighter 2* is complete. Soon after he's had a little rest he'll be starting development on *Virtua Fighter 3*. And on top of this there's a rumour that coin-op development team is working away on a project in secret.

Of course, the *Virtua Fighter* series won't be the only thing on their minds. They will be putting foot to accelerator to finish the *Daytona USA* Saturn conversion; and we can't wait! **SP**



Some of the introduction pictures are different from the arcade game.



Lap times and sequences are displayed on screen. Development is well under way.

CLIPPING

Clipping is a computer graphics expression for not drawing bits which aren't on the screen. *Daytona USA* on the Saturn achieves this to cut down on screen drawing time so the game runs faster.

The diagram below shows the scope of the human eye.

A Before Clipping:

If you don't set the screen within part of the visual field you must display all objects.

B After Clipping

Here you ignore any objects between the screen limits and the limits of human vision. This saves you needing to draw certain polygons and also saves you time.



FROM ARCADE TO SATURN

Mr Suzuki declared that he could not say *Daytona* had been converted to an arcade-perfect standard. So how close will the Saturn game be to the legendary coin-op?

The attraction of *Daytona* is mainly in the realism of the racing which has the atmosphere and dynamism of American motor-sport. In order to reproduce these attributes, AM2 is planning two key points in the pursuit of the required quality of the transformation.

The first point is that in the arcade game *Daytona*, the screen is refreshed 60 times a second. In the Saturn version this is to be changed to 30 times a second, as



This is the quality the arcade's Model 2 board can produce. Can the Saturn match it?

in *Virtua Fighter*.

If you are going to redraw the screen 30 times a second then the job must be completed in less than this time. Consider the timescales. 1/30th of a second is twice as long as 1/60th of a second. This means that there is twice as long to calculate and display the result on screen. If you can calculate more data or have more time to display the result, you can have more polygons – creat-

EXCLUSIVE!

DAYTONA

MAN AND MACHINE

If you've played *Daytona USA* in the arcades then you'll know how smooth, fast and ultimately realistic this racer is. Many prefer this to *Virtua Racing* with a greater sense of speed, in-eyer-face wheel-to-wheel action and an uncompromising free-for-all tin-bash around some dynamic tarmac tracks.

The nitty-gritty of *Daytona* lies in the arcade's updated board known as the Model 2. This uses texture mapping with photographs and

pictures to create super-realistic graphics.

Although its 32-bit RISC chip-set isn't quite as powerful, the Saturn has the essential texture-mapping capability needed to closely emulate those stunning arcade graphics.



The coastal course – at a glance. Crashing into the bends is an easy error to make here.

ing much smoother 3-D graphics. Therefore AM2 decided to paint a frame every 1/30th of a second.

The other point AM2 are basing their strategy on is that there's no point calculating polygons that you can't see anyway. Mr Suzuki explains that they are not going to draw bits which are outside the area shown on the screen. It shortens the time needed for screen drawing. Cutting this time is their prime need (see Clipping).

Comparing the transformation of *Virtua Fighter* and *Daytona USA* it is Here is a look at the AM2 office.



From this large screenshot you can see the graphics still look a little crude at the moment. We are told that this will be rectified in the final version.

ALL IN A GAME

There are three courses in *Daytona*. The beginner course uses an oval track, the intermediate course takes you through a rocky valley and the advanced course is on the coast starting at a bridge over the water. All three will be included in the Saturn version.

The texture-mapping technique, as featured in *Virtua Fighter*, is used for the advertisements on cars, on the roads, on the rocks, on the grass – on practically everything but the far background. It would not have been possible to translate *Daytona* as a Saturn product had the console not had the in-built texture function.

The rolling start and crash scenes are complete – ensuring the atmosphere of the arcade is as true to this version as possible. The altering of camera views, the appealing function used for *Virtua Racing*, will ensure you'll have plenty of action to soak up.

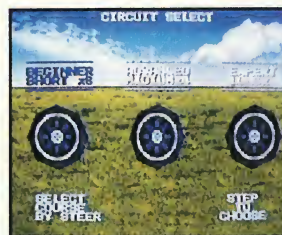


Here is the Grand Canyon course which requires sophisticated driving techniques.

This is the *Daytona USA* arcade machine. The environment is similar to a real car.



This is the original Model 1 *Virtua Fighter*. It still looks good – even now.



SEGA
ETBA
OUT: OCT

DAYTONA USA

COMPLETION

1st IMPRESSIONS

From what we've seen, *Daytona USA* is looking the big NICAM TV screen business. Get your SCART connector plugged into the back, whack up the volume, turn down the lights and it's the arcade in your own home. The screenshots we have show the quality you can expect. And if it's true that the final version will be superior in quality then there's no reason to suggest this won't be the greatest console racer ever. It's due for release in the summer so watch this space.

This screen where you select a course is different to the arcade version.



This is the oval course that produces the tightest, most competitive racing.

DAYTONA USA

PREVIEW

SATURN



Jim goes for a stroll through the woods.



What's that in the distance? Maybe it's the end of this dark tunnel.

VIRTUA HYDLIDE

EXCLUSIVE!

Mark Hill takes a sneak look at a new Japanese Saturn adventure with a strange name and highly realistic graphics...

Virtua Hydlide follows the adventures of hero Jim in a 3-D world created using polygons and texture mapping. As Jim goes through the adventure, the landscape changes according to his movements. Turning to the left or right, or running, the scenery will be realistically illustrated for maximum effect.

Distance is another aspect to *Virtua Hydlide* that has been given plenty of attention. Of course far-away objects will become bigger as Jim gets nearer, but the graphics will make use of the method called 'air



It's vague, but there is definitely something ahead.

'perspective'. This means that distant objects are shown less sharply, as if they might be surrounded by mist. The sensation of distance, so we're told, should be very natural and realistic.



As Jim gets nearer he can guess there's a building there.



Very close now and you can see the colour of the wall and an entrance.



The background changes smoothly according to the direction of Jim's movement.



Normally Jim will simply walk...

...but sometimes he'll run if he is in a hurry.



When Jim turns left or right we can see his profile.



ALL IN A GAME

As Jim you are playing in a kind of roleplaying adventure – but with a lot more interaction than normal. The Saturn's texture-mapping capabilities should produce a very realistic 3-D world that players can smoothly stroll through. There's a variety of locations from open plains to underground complexes. There are also many weird and wacky monsters – each with their own complex attacking patterns that'll keep you busy to the bitter end.

The screenshots will give you a fair idea of the unique atmosphere this title should generate. Fine animation sequences in the backgrounds and other subtle touches, whether it's a pendulum in a clock, the turning of a door knob or your shadow on the cave walls, will help to make this an enthralling adventure.

DUNGEON DEVELOPMENT

We have pictures of three of the dungeon scenarios for you in *Virtua Hydlide*. As the game is still under development, most of the actual tricks and monsters are not included. The screenshots help to show us how the dungeon atmosphere is different from ordinary 3-D dungeon adventures.

NATURAL FORTRESS – RED HOT CAVE

As the name suggests, this is a hot cave where flames come out from the various holes dotted over the surface. The shape of the cave has a

The cave has an atmosphere that's been created naturally.





Jim gets close enough to read the sign by the entrance.



If you stand close enough to a tree you can distinguish each individual twig!



SEGA
£TBA
OUT: MAR

VIRTUAL
Hydlide

COMPLETION

1st IMPRESSIONS

This is looking very smooth and tidy as a fully interactive RPG adventure. The texture-mapping capabilities of the Saturn should provide us with some stunningly realistic perspectives across a wide range of entertaining scenarios. Look out for some smart touches – including the small monster-lizards hidden in the landscapes and cave fires that'll flicker and burn for some wonderful underground exploration with untold dangers and strife.

Hydlide



It's bright red all around the caves. Touch anything hot and you'll burn yourself.

natural look whilst the ground has a rough texture.



It's easy to lose your way in the caves. There are no signs but many ways to go.

When the flames flare up, the place will become brighter for a moment.

THE DESERTED MANSION – VAMPIRE MANSION

This is the deserted mansion where a vampire is said to live. Roaming around the building, beware of bats.

Sudden attacks are likely. The perspective is similar to *Doom* here.



A light can be seen at the top of these stairs. What could it be?



When the hero Jim opens a door, he actually pushes it with his hand.



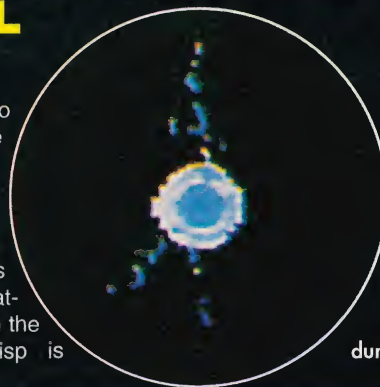
There is a great deal of fine detail. The pendulum can be seen swinging in a nearby clock.



Many of the rooms are cluttered with things such as hanging cobwebs and old desks.

MOUNTAINOUS PROBLEMS – ORDEAL CAVE

On this level you go through a dark maze built of stone. This is more the traditional dungeon – a real death trap! On the way you'll see a live and luminous body, Will-O-Wisp, floating along. The space on the wall around Will-O-Wisp is becoming brighter.



As the electricity (Will-O-Wisp) is discharged, the dungeon becomes brighter.

MONSTER MADNESS

Aots of wonderful monsters can be found in *Virtual Hydlide*. One of them appears as a tree to begin with. But as the moving tree gets closer, its branches swing and its mouth opens in the trunk! Smaller monsters such as the lizard-like creatures can surprise you on the ground. Their small size enables them to catch you unaware.



Although these monsters are trees, they move with some speed.



Be careful where you step. The lizard-like monsters can attack without you realising it.

PREVIEW



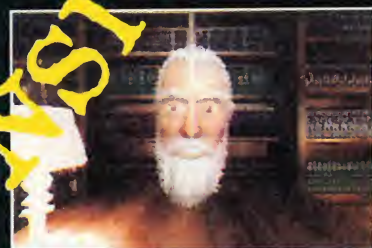
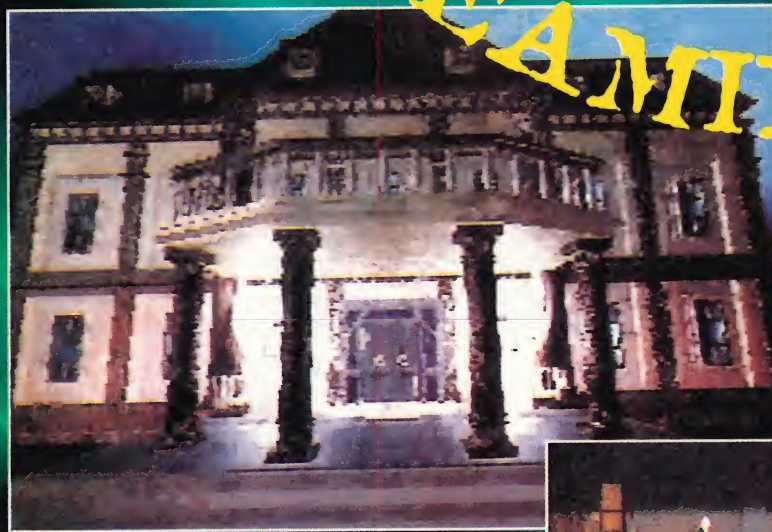
EXCLUSIVE!

STORYBOARD
SEQUENCE

GENUINE DREAMING MANSION

Never in his wildest dreams could Mark Hill genuinely believe this mansion was for real. It's a very strange place to explore in this 3-D RPG. Get ready for another Saturn sizzler...

Hmm, looks like a nice enough house to me. But this mansion holds some spooky secrets.



Compared with the original *Mystery Mansion*, the size of the screen is much bigger and more appealing to the player.

Soon to be released on the Saturn are the mysteries of the *Dreaming Mansion*. Players are invited to take part in a mission to solve all the funny goings-on inside.

A vastly updated and expanded conversion of the *Mystery Mansion* Mega-CD game, *Genuine Dreaming Mansion* has a plot determined in accordance with conversations between the characters. The answers you give will decide the route that you take in the game.

It's a spooky adventure that will test your brain-power to the limit as you try to solve all the puzzles.



When this full moon appears in the sky, something will happen at *Dreaming Mansion*.



The door of the *Dreaming Mansion* is now open.

THE CHARACTERS

There are nine main characters that appear in the game – including the hero. They all have their own characteristics and cover a broad age scale. Each character also has a reason for being unable to adapt to the real world!

They changed themselves into butterflies and then dreamed, immersing themselves in wishes and memories of the past...

MIKE

He is the hero's mate. He is full of common sense and sense of justice. Unfortunately he is care-less too.

CHORON

This guy manages the mansion. He has been there the longest and is also the first to notice the changes happening.

RAYMOND

Raymond used to be an adventurer. Now he's a middle-aged gentleman of some majesty, but he's fed up with the monotonous life in the mansion.

JOSIE

She has been living in the mansion for a long time, and is good at playing tarot cards. Sounds a bit like Mystic Meg!



Expect to see some beautiful computer graphics throughout the mansion.

SP



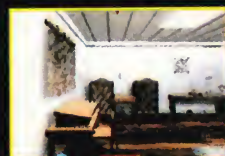
Go up to the door, open it, and go into the room.



When you want to open the door, the viewpoint moves to the doorknob.



Open the door and look into the room.



Step into the room and look in front of you.



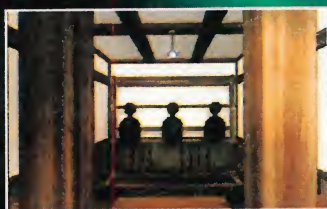
The hero looks around the room as the viewpoint dramatically swings around.

ALL IN A GAME

The gameplay runs in accordance with what the player sees. When you turn to the right, the scene changes in accordance with your movements. There is no need to cut between screens as you look around a room or follow a moving object with your eyes. The field of vision changes in a way that's both realistic and convincing to the human eye.

Players go from room to room searching for clues. Each room has a different atmosphere – thus helping you to decide what kind of person resides there. There's a handy zoom-in function allowing you check certain areas of a room in more detail. Important items can be found in unexpected places to help you solve the mystery.

Some of the rooms are taken from the original *Mystery Mansion* game, but many new ones have been added for a much bigger adventure. The superb graphics are also in a different league to the grainy FMV ones seen on the Mega-CD!



A very dangerous room with shooting practice taking place.

A SALES GIMMICK (THE PLAYABILITY FACTOR)

The sales gimmick behind *Genuine Dreaming Mansion* is the 'feeling input' (intelligent response) system. This is the way a character changes in accordance with the answers given by whoever he is talking to – whether the response is a "yes", "no" or just walking away. The scenario changes according to what a player does. This way you can enjoy a different scenario every time you play.

RED MOON AT NIGHT, MANSION WARNING

As the story goes, when the moon is full and shining red, then the Dreaming Mansion appears on a sheer cliff. There is a legend that an unhappy affair takes place on a night when the moon shines red. And when this happens, a threatening force seems to rule over the mansion house.



See how a room rotates when you turn to one side. This sequence gives you a fair idea of the graphical quality.

Choron, the oldest character in the mansion, is the manager and administrator. He is the first to notice the effect of a red moon. He asks Jan and Miketo to come to his room and investigate matters should anything strange occur.

It's all spooky stuff, so get the cushion ready to hide behind when things get too scary!

MOUSE

He has a lot of information about the mansion. He is a bit of a rough lad, and he demands something in return for what he knows.

CATHY

Cathy is a seven-year-old girl. She is very unhappy because her parents do not get on well. Although she is young she is a philanthropist.



The room is left in disorder.



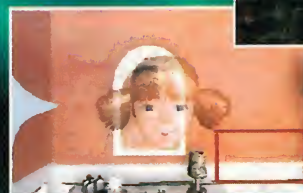
Another untidy room.



The snooker room.



The Diary allowing you to save information – including your current position in the adventure.



If you play on 'easy' mode, a joypad will be on display to help you with controls.



SEAN

Sean is timid. He is always scared of something or other. He loves plants dearly, but hates humans! He is a very cautious person.

DANNY

He is the sort of man who wishes to destroy everything. He collects guns and knives. His room has a corner set aside as a shooting gallery.

SEGA
£TBA
OUT: MARCH



COMPLETION

1st IMPRESSIONS

A spooky mystery adventure that could well be worth a look since each of the characters that feature in this have the ability to twist the plot so it's different every time you play. And this should provide players with a wide range of special features – particularly the zoom-in function bringing out each of the rooms in the mansion into maximum detail – for as true-to-life an experience as you could hope for.

The real bodies of the inhabitants are butterflies.





Get off the streets, lock all your doors, and board up the windows because New York is facing the biggest mass prison break-out of all time, and these scum make Manson look like Wayne Sleep! Ryan "Arachnophobic" Butt turns vigilante.

A superhero's life is never a quiet one, and the Big Apple's premier Lycra-wearing crime buster has got his work cut out after a security lapse meant that some of America's most notorious villains were able to stroll out of prison to wreak havoc on the streets.

This brand-new adventure based upon Spidey's TV exploits is, believe it or not, his fourth Mega Drive outing after the original which is nearly as

old as the console, the average *Spider-Man And The X-Men*, and of course Acclaim's previous web-slinging vehicle, *Maximum Carnage*.

In this game, based on Fox TV's *Spider-Man: The Animated Series*, Ravenscroft maximum security prison has failed to confine Spidey's deadliest foes, and with their new-found freedom, the league of supervillains including Doc Octopus, Green Goblin, Hydro, and Rhino form a vicious syndicate with which to take over the city and destroy Spider-Man once and for all.

Of course, characteristically, Spidey sure isn't going to face this awesome challenge sitting down, and with the aid of his arachnid skills he must traipse, swing and bound around downtown New York sniffing out the villains. After a hefty bout of fisticuffs, he can chuck 'em in the paddywagon and send them on their merry way back to the funny farm without passing Go!

The appearance and general atmosphere of the game is very much on par with the cartoon series, so don't expect any jaw-dropping visuals here, just accurately drawn, highly colourful sprites and locations that look as though they've been ported straight over from a comic book.

ANIMÉ NITRATE

Back from being double-billed with his psychotic alter ego, Venom, Spider-Man certainly looks worthy enough to take the full limelight once again. Unfortunately, his moves aren't as plentiful as in *Maximum Carnage*, but as the old saying goes, it's not what you've got, but how you use it!

New York's veteran vigilante can perform standard punches and kicks both on the ground and in the air, and his web comes in handy for bagging a villain or two. If you're really clever, you can also combine the two for a wider range of fancy trickery to gain an edge in those sweaty combat situations.



Spidey performs a flying kick.

Spider-Man himself has three basic abilities: web-slinging, jumping, and fighting. All of these take a while to get to grips with before you can really grasp the challenge with both hands and restore law and order – not to mention the right to wear embarrassingly bright Lycra body suits without shame on the streets of America's busiest metropolis! **SP**

SPIDER-MAN



"Hey, aren't you a mate of Sigourney Weaver?"

There isn't much attraction at this fairground!



ALL IN A GAME

As a game, *Spider-Man TV* appears to be a lot more involving than *Maximum Carnage*. Instead of mindlessly duffing-up street punks, you must now take time to fully explore the surroundings as there are puzzles to solve, levers to pull, and objects to find – as well as constantly dodging gunfire and looking over your shoulder for the psychotic onslaught from the supervillains.

Packing it all into 16 Megs of raw power, the programming team (American-based Western Technologies Inc) have certainly had the space to do something a little different, and although this initially looks like just another Marvel platform game, there's a lot hidden away beneath the circuit boards.

There are seven levels in total, which range from madcap funfairs to skyscraper confrontations. All come with fully interactive objects and structures for Spidey to faff around with.

There are also hidden bonus levels tucked away, plus the added bonus of collecting special icons that can be used to summon The Fantastic Four when Spider-Man needs additional muscle to pummel the dead-heads!



The agile superhero can do low kicks.



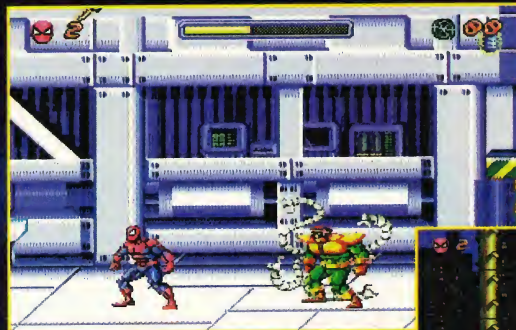
He packs a mean punch too.



He can even kick while hanging around!



Slinging a web to catch the baddies.

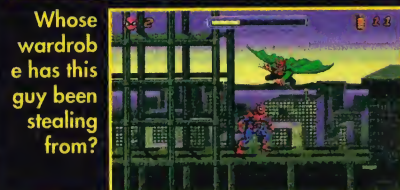


Doc Octopus prepares to nip Spidey unawares.

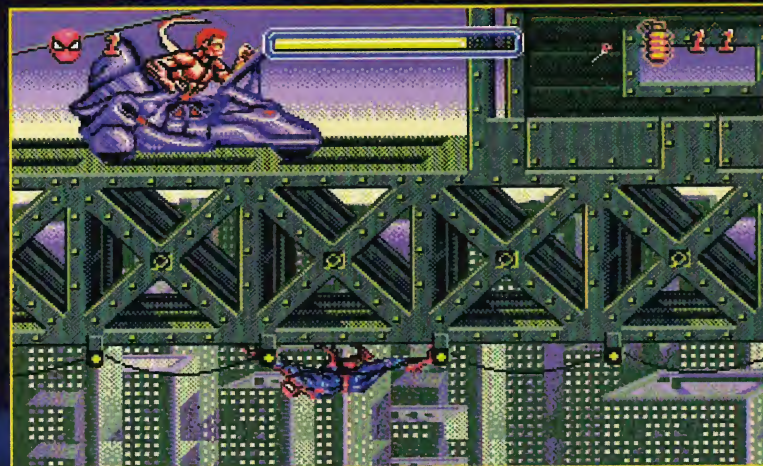
Not such a happy reunion for Spidey and the Green Goblin.



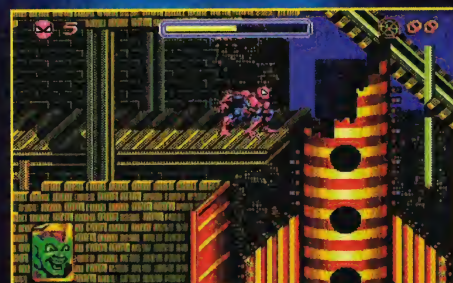
Spidey's coming to get you!



Whose wardrobe has this guy been stealing from?



Spidey gathers his thoughts before taking the plunge.



Mr Pumpkin shouldn't have burped whilst showing Spidey his fire-breathing act!



Arch-enemy Rhino limbers up for the main event.



Spidey must eventually restore the prison to maximum security.



**ACCLAIM
STBA
OUT: MARCH**



COMPLETION

1st IMPRESSIONS

Die-hard Spider-Man fans should certainly start saving up the sponds to buy this, as it contains enough familiar Marvel traits to keep you buzzing away for days. On the other hand, the fact that this is ultimately just another platform game with very little going for it in the originality stakes could limit its appeal somewhat. So I'll just have to sit on the fence for now and end by saying that this is just one of those games that you're either going to love... or hate.

OBJECT OBJECTIVES

Throughout the game, you'll come across a vast assortment of collectable icons that range from power-ups to smart-cards needed to restore the security in Ravencroft prison (which just so happens to be the final level). Try and keep an eye out for the Fantastic Four icons as well. By utilising one of these babies, Spidey's enemies will get an unexpected visit!



This icon restores lost energy to Spidey when collected.



This special blue mask gives our friendly neighbourhood hero temporary invincibility.



A much-needed extra life for Spidey.



Certain items give you bonus points.

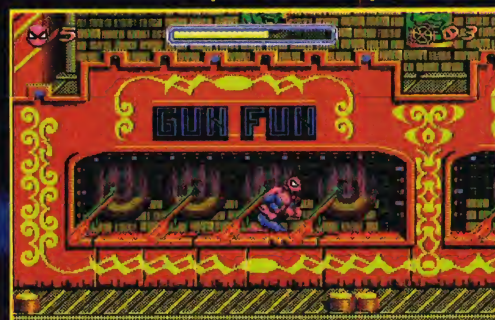


Pick up grenades to blow up the baddies.



You need to collect extra web fluid.

Hit him between the eyes to win a teddy!



Krazy Kombat Kompo

COMPO



Seeing as *Mortal Kombat II* on the 32X looks set to be the best version yet, we've clashed heads with Acclaim to bring you a competition that oozes enough class to fill a school!

The Prizes

1st Prize

Please adjust your eyesight because the winner of this competition will be walking away and strutting their mean, macho stuff in a top-of-the-range, limited-edition leather jacket (worth about £200!), lovingly embroidered with the legendary *Mortal Kombat II* logo. Plus a specially prepared goodie bag containing oodles of *MKII* bump!

2nd Prize

Ten runners-up won't get a sniff of the fabbo jacket, but fret not because they'll still grab a piece of the pie by winning themselves an Acclaim goodie bag each – not bad, eh?

All you have to do to be in with a decapitating chance of winning the gear is to answer the following *MKII*-related multiple-choice question:

The Question

Which *MKII* character entered the contest to rescue Sonya Blade?

- a. Liu Kang
- b. Jax
- c. Baraka

Pretty easy, eh? Scribble your answer on a postcard or sealed-down envelope and send it along with your name and address to: Krazy Kombat Kompo, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.



Having had the first extensive look at *Mortal Kombat II* on the 32X, we can honestly say that it's shaping up to be the most ass-kickin' version to date, exceeding even the first-class SNES game – wowzer!

Since the MD version, the game has undergone a dramatic face-lift to prove that there is life after the 32X! The most noticeable aspect to be improved is the graphics which have been beefed up, sharpened and reshaped – it's almost impossible to spot the difference between this version and the coin-op. The sound has also been enhanced with crystal-clear tunes and lots more speech.

All of this combined with the excellent arcade intro ensures that



the only things you need to convey the authentic atmosphere of actually playing the game in a dimly lit penny arcade are fag-burnt controls that don't work and a group of easily amused exchange students looking over your shoulder and erupting in fits of laughter with a decibel level exceeding that of a Take That concert every time a Fatality is executed!

Although a May release date looks most likely, we've devised this neat little competition to bridge the time-span until die-hard *MKII* fans can be at one with their technological dream.

MORTAL KOMBAT II

All entries must arrive by 23 February, and Shao Chris's decision is final. Anyone not complying with these rules will be gutted, stuffed, and presented to Kintaro as a cuddly toy!



PLAY OUR EXCLUSIVE BC RACERS DEMO!



Core! If you fancy seeing more of that bikini babe, there's only one thing to do: make sure you don't miss the next issue of Mega Power. We've got an exclusive playable demo (different to the one on SEGAPro) of BC Racers, Core Design's wacky caveman racing game. We also review the game inside, plus Pitfall CD, The Lawnmower Man, Heart Of The Alien and more. It's a must-buy for all Mega-CD owners!

**MEGA
POWER**

ISSUE 18 ON SALE **NOW**

SEGA XS

JAM-PACKED WITH STUPENDOUS SOLUTIONS!

WE'LL RIP OUT YOUR ENTRAILS!

32X fever hits SEGA XS next issue with complete solutions to Doom and Cosmic Carnage. Add to this a host of other solutions, such as Samurai Shodown, Clayfighters and Heart of the Alien: Another World 2, for the brightest New Year's read ever.



SEGA XS the only Sega magazine
worth reading in '95!

ISSUE 15 ON SALE 9 FEB

REVIEWS



**THE
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the very best.



INTRO TEXT:

Provides a detailed background to the game and its characters. This means the main review text can get straight to the point.

PROTIPBOX:

An invaluable hint for those tricky situations. We reveal a top tip to help you progress through the game.

PROSCORES:

A breakdown of the strong and weak points of each release. Even the strongest titles can contain the odd flaw.

PROVIEW:

Second opinions on the game so that everyone gets a say. All four members of the team get to play every game.

WE WILL PROVIDE:

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2. A completely honest opinion. We WILL say what we think.
3. A clear buying recommendation. You'll KNOW how to spend your money!

Meet the Team!



Chris Marke

"I hate the way footie commentators on television cream their pants over Manchester United, who are actually the biggest bunch of moaning cheats in the world. It's also sad how certain Sega mags think using the word 'arse' is funny!"

Fave game: Virtua Fighter



Mark Hill

"This is my last issue of SEGAPRO as I'll be moving onto SEGAXS to provide top tips. I'm sad to leave, but it's time for a new challenge. The thing that gets on my wick is people who keep writing into Points Of View to complain about TV shows."

Fave game: Clockwork Knight



Phil King

"I'm fed up with people taking the Mickey out of my favourite football team, Leicester City (don't laugh), but I still reckon they'll stay in the Premiership – especially if they introduce a second division! They're certainly not as bad as their pitiful rating in FIFA '95."

Fave game: Micro Machines 2



Mark Pilkington

"Yippee! I'm so glad to be staying on the SEGAPRO team for '95, so I'm not annoyed at anything at the moment – apart from people calling me Pilky! Even better news (well, for me – maybe not other motorists) is that I've just bought my first car: a turbo-charged Maestro!"

Fave game: MKII 32X



Ryan Butt

"Hi there, I'm the brand-new writer on SEGAPRO, having previously worked for SUPER GAMER (a SNES mag). However, I've owned a Mega Drive for donkey's years, so I'll be very peeved if anyone thinks I'm a Sega newcomer!"

Fave game: MKII 32X

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WWF: RAW

"I'm gonna get you, Hulk Pilkington! I'll tear you to shreds on the Game Gear!"44



He may look like an unborn foetus, but don't hold that against Ocean's latest platform hero, Jelly Boy. But what a strange name that is... Why is he called Jelly Boy? Good question. The name actually comes from his strange ability to transform (or morph) into various objects such as Balls, Balloons, Hammers and, of all things, Submarines. Sounds like a jolly good excuse for a platform game to me, so let's give it a go, eh?

O riginally a minor hit on the SNES about three or four months ago now, *Jelly Boy* has at last been released onto the Mega Drive by new geezers on the block, Ocean. The Nintendo journos at the time were a bit confused about the game's merits; some saying it was a playable, fun game, whilst others disagreed and thought it was just too childish and shallow. Hmm, to tell

you the truth, I'm a bit confused about it as well! Maybe I'd better explain about the gameplay before I make my mind up...

As already mentioned, it's a platformer. A platformer in the *Aero The Acrobat* mould (Heh, I think I may've just cracked a half decent joke then. Jelly Boy - Mould, geddit?!). Each level is a huge, sprawling affair with many of the



Ah, this is more like it: a nice sunny day!

platforms few and far between. Out to get you on each stage are a whole host of nasties, ranging from strange little men up to huge chattering teeth who wouldn't think twice about eating some jelly.

To protect you against these baddies, there are music notes which you can collect around each level which act in a similar way to the rings in *Sonic The Hedgehog*. Once you get hit, they will go flying out of your body and all over the level. Then next time you get hit it'll be instant death unless you manage to collect some more notes - and quickly!

You aren't totally defenceless, though, as you can attack the baddies by 'belly-bashing' them.

PROTip

REMEMBER THAT YOU CAN ALWAYS RE-COLLECT A POWER-UP IF YOU HAPPEN TO RUN OUT OF TIME WHEN YOU'VE TRANSFORMED INTO AN OBJECT. ALSO, LEARN FROM YOUR MISTAKES...

Ooh look, an ice-cream van! I wonder if they do those ice-creams with the bubble gum at the bottom?



Whooooah! It's all a bit spacey here for my liking.

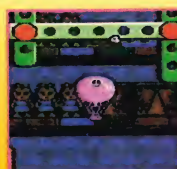


SHAKIN' ALL OVER!

Just take a gander at all of these strange and wacky things that you can turn into!



BALL



BALLOON



BOAT



BRICK



CANNON



FLAME-THROWER



HAMMER

A tree-house?
Hmmm, I wonder
who lives here...



TIME 000 SCORE 001050



The map for the Aztec stage of the game. Gulp, I hope I don't get lost!

Blimey! If I hadn't just transformed into a umbrella, I'd be pavement-jelly now!



"Oh, we all live in a pink submarine, a pink submarine, a pink submarine!" Ahem, my little tribute to the Beatles there...



EEEE! A monkey!

Go on, Jelly Boy, punch those Munchkins!



ODD THING



POGO



SKATE



SKATEBOARD



SKIS



SUBMARINE



OCEAN
£44.99
OUT: FEB



CART SIZE:8Mbit
PLAYERS:2
STAGES:8
SKILL LEVELS:1
FEATURES:passwords
CONTACT:Ocean
(061) 8326633

PROview

PHIL ■■■■■
The morphing is a nice touch, but it's just a standard platformer.

CHRIS ■■■■■
Nothing very special here and the main character is gross.

RYAN ■■■■■
I thought the SNES game was very overrated and this is no better.

PROscore

GRAPHICS 80%

- ▲ They may be simple, but they're detailed to boot. Quite colourful, too.
- ▲ The way Jelly Boy morphs into other objects is cleverly done.

SOUND 70%

- ▲ Some of the tunes are very upbeat, and get the old foot tapping.
- ▼ Although the sound effects serve their purpose they're not brilliant.

GAMEPLAY 72%

- ▲ Easy enough stuff to pick up and play almost instantly.
- ▼ The simple platform action will leave you quite unimpressed.

CHALLENGE 78%

- ▲ With the sheer amount of levels, this will take some completing.
- ▼ Despite the morphing, the jumping action can get a bit repetitive.

74%

Not a bad attempt at a platform game, but we can't help but feel that it's all aimed at a much younger audience.



It's been a year in the making, but the buck-toothed tree climber has finally branched out into Sega land. A malicious tyrant known only as the Evil Yeti is threatening to freeze the world and become the universal ruler, so if you're a pensioner, beach-ball salesman or squirrel, this could prove to be a particular bummer! Someone, or something has to make a stand, so forget Zero because this is one heroic rodent you'll go nutty over!



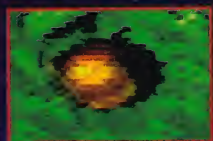
Nutz finds himself in cloud-land surrounded by large mushrooms. Hmm, very suspect!



At least being small has some advantages: just look at the size of that fruit!

GATHERING NUTS

What platform game would be complete without collectibles? Here are a few of the things up for grabs:



Nuts

Collect a hefty stash of these to lob at enemies.



Coins

To complete a level perfectly, you must collect every coin.



Energy

It is vital to top-up your health whenever you get hit.



Extra Life

Quit a rare treat, these are usually well hidden.



Treasure

On the volcano level, stun the thieving bees and grab their hoard.

I've been familiar with Mr Nutz for so long he feels like a close, personal friend of mine. Having already reviewed the SNES and Game Boy versions, I felt obliged to put the little critter through the paces on his Sega debut.

Although there are more platform

games on the Mega Drive than you can shake a stick at, Mr Nutz instantly stands out as something special. The main character possesses

every little trait a true platform hero should: silly name, hip image (well... he wears clumpy trainers, shades and a baseball cap!), and an ultra-cute personality. In short,

The not-so-jolly giant keeps a close eye on Nutz.



Brrr, you had better wrap up warm because you're now in Yeti country!

Nutz has got what it takes to compete with hedgehogs, worms, bats, lions et al.

In this highly challenging platform adventure, Mr Nutz must battle his way through six massive levels before confronting the Yeti in his frosty



The second level is a woodland theme park. Look out for the cottage key.

You'll become miniaturised in this cottage and face all kinds of giant perils!



Things start to hot up as Nutz ventures deep into the heart of this volcano.



domain. Starting out on the perilous journey in his natural woodland habitat, the courageous squirrel must venture through country parks, oversized cottages, sweltering volcanoes, crazy funfairs, and finally icy mountains before going head to head with the loopy snow beast. Each level scenario is broken down into three or more smaller stages that test your gamesplaying abilities to the limit.

PROTip

ON THE WOODLAND STAGE 3, AS YOU GO LEFT ALONG THE TOP OF THE LEVEL, WALK INTO THE SECOND GAP AND THE GROUND AND JUMP OVER TO THE LEFT FOR A SECRET EXIT.

Surprisingly, Nutz comes without any devastating forms of attack, and so to fend off the hordes of walking tomatoes, birds, moles, bees, and leeks (I kid you not!), he can either bounce on their bonce, or alternatively collect a stash of nuts to bung at them. Although lacking in the excitement stakes, these primitive forms of attack keep things simple and to the point - it is only a game after all!

As an added goal, concealed on each level is a secret stash of coins that must be collected. If every coin on every stage is found and bagged, you'll be awarded with a special



Cloud city is only a single level (phew!). However, be prepared to tackle a monstrous giant at the end.

The end is in sight, just battle through another six or so levels and beat the Yeti to win the day. Easy, eh?

This collection of fairground levels is cunningly called Mean Streets, although I couldn't find any trace of Robert De Niro whatsoever!



Once inside that cottage, Nutz doesn't know WITCH way to turn!



With his mighty tail, Nutz strips a hedgehog of his armour.



Keep your eyes peeled for secret rooms... like this one.



Nutz bobs along on the SS Brillopad.



The little clown proves that four heads are better than one.

After every level is complete you'll be told how much you missed.



Things start to hot up as Nutz ventures into the volcano.



OCEAN
£39.99
OUT: NOW



CART SIZE:8Mbit
PLAYERS:1
STAGES:6
SKILL LEVELS:3
FEATURES:passwords
CONTACT:Ocean
(061) 8326633

PROVIEW

CHRIS ■ ■ ■ ■
More original and playable than most platformers. Good stuff.

MARK P ■ ■ ■ ■
One of the best platform games around at the moment.

PHIL ■ ■ ■ ■
A truly excellent platformer - you'll go nutz about this one.

PROSCORE

GRAPHICS 87%

- ▲ Well-defined sprites and stunning backgrounds.
- ▼ A lot of the detail from the SNES version is sadly lacking.

SOUND 86%

- ▲ Loads of light-hearted jolly tunes to tap your foot to.
- ▼ The sound effects can get a little annoying to say the least.

GAMEPLAY 90%

- ▲ Simple platform action at its best, you won't want to put this down.
- ▼ Some may argue that it can get quite repetitive after a while.

CHALLENGE 91%

- ▲ I've been playing the SNES game for a year and still haven't completed it!
- ▼ Perhaps a little too hard for the age range it's aimed at.

88%

Nutz has done it again in this great conversion. And the good news is that you'll only have to wait a few months for the sequel!

bonus once the full level is complete.

In good platform tradition, the jolly tunes come thick and fast and help the game along at a light-hearted pace. One thing that did nark me off, though, was the pathetic little squeak that Nutz shouts every time he's hit - annoying to the extreme!

Graphically, Mr Nutz is superb. The levels are highly varied in appearance and are brimming with

in-er-face colour. The end-of-level bosses are also stunning, especially the not-so-jolly giant at the end of the tripped-out Cloud stage.

Unfortunately though, the fancy Mode 7 trickery of the Super NES version is conspicuous by its absence and as a result a lot of the levels lack the menacing depth of the original.

One thing that's a definite improvement is the introduction of a password system. Make no mistake, this game is exceedingly tough, and this new feature takes away the strain of having to play the whole game over every time you find a few sneaky minutes to play it. Despite the passwords, though, even the greatest platform junkies will be hard-pushed to even reach, let alone defeat the abominable Yeti.

It platform thrills are your answer to a great game, they don't come much better than this. Okay so it's fairly basic compared to other games in the league, and may even seem a bit dated by today's standards, but this is a classy little title that deserves to be tried, if not bought as soon as is humanly possible!

Ryan "Completely Nutz" Butt SP

REVIEW



SATURN

In a strange country there lies a mansion house occupied by mechanical toys and dolls. During the night a decorative doll called Chelsea appears from a clock high on the wall and starts to sing. As she sings the rest of the house comes to life! Toy planes take off, other dolls wake up – everyone and everything responds to Chelsea's lovely singing. But things start to go wrong. Chelsea is kidnapped by an unknown source of evil and it's up to you to save her. You are the Knight named Tongara in this spanking new Saturn platformer where the key to success is in your hands! Operate battery cranes, avoid falling backgrounds, fight a robot who transforms into a plane. There are hundreds of toys all under one roof!



As you move from room to room around the toy mansion, these progress reports will flash up.

INCREDIBLE INTRO

The amazing all-singing intro sequence...



Imagine a big Cluedo-type mansion with Kitchen, Bathroom, Attic, Lounge, Drawing Room, Nursery... the lot! Then picture the floors, shelves, cupboards and ceiling littered with dolls and toys. It's a child's paradise!

The introduction sequence is brilliant. It wipes the floor with any Mega-CD, 32X, SNES or Jaguar effort. The decorative doll, Chelsea,

starts to sing, and all the

toys join in the banter. Chelsea is a beautiful lass with a sweet voice and heart-melting appearance. The Japanese art is breathtaking – just take a look at the incredible detail both in the toys, their movements and the super-smooth backgrounds. You'll find no grainy graphics either – the whole sequence is top-notch in quality and perfect as an introduction to a game of this type.

After such a heart-warming introduction there's always that possibility of an anticlimax. Particularly as this is a platformer. But fear not. As our trusty Knight strolls onto the first level in Betsy's room a whole new platform scenario sweeps you off your feet. The screen scrolls from left to right

with animated backgrounds of amazing quality. And as you walk you watch the blossom of a new era in gaming. The quality of the sophisticated 3-D modelling polygon graphics brings a new depth of realism into the platformer engine.

Polygon sequences such as the falling backdrops really impress. Walk past the face of a doll's house and you'd think it was just a backdrop. Suddenly it's TIMBER! The whole thing crashes down with a massive thud to leave your jaw hanging in disbelief. Books on this level dart in and out in a 3-D sequence. You need to wedge these back by shifting stacks of wooden blocks. Enemy toys appear as specks in the backgrounds and then leap out into your path.

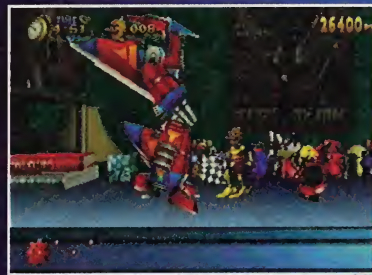
The unique action-packed atmosphere is further enhanced when you put batteries into the toy cranes and trains. The railway track twists and winds in the background with trains moving around, and you interact

with it in the foreground. Jump on the button on top of the train for a wacky ride of barrier-opening with your key and hasty jumping to collect the various icons.

As you walk through the levels everything on the screen rotates and scales for maximum detail. The bosses are typical end-of-level guardians in attacking behaviour. My favourite has to be the robot transforming into an aeroplane. Like those toy Transformers, the huge mechanical robot takes off as an aeroplane, twists and dives in glorious 3-D, then transforms and attacks with real impact. It's a spectacle that really shows what the Saturn is capable of.

PROtip

WHEN YOU REACH THE STAGE WITH THE TRAINS, YOU DON'T NEED TO RIDE ON TOP OF THEM. INSTEAD USE YOUR SPRINT AND JUMP ABILITY TO MAKE A SERIES OF LONG LEAPS THROUGH THE LEVEL.



battle sequences. The view scales and rotates in great detail so you can see right around their body shapes and adjust your fighting techniques accordingly.



Controlling Clockwork Knight is super-responsive. The sprite is elegant: he can sprint, his animated movements are very clever, and his personality shines like the rest of the characters and objects. Standard platform features include continues, invincibility icons, a bonus game where lucky pickings can get you extra lives, plus more cool animation sequences as you make your way from room to room in the mansion.

After playing this I can see a lot of promise in the Saturn machine. It's capable of giving us three times as much action on a platform screen. Everything is so much busier – opening our eyes and awareness to what's going on around. If you are lucky enough to own a Saturn then this is a title I'd recommend. It's a whole new platforming experience.

Mark "Timepiece" Hill **SP**

Here you have the chance to gain extra lives by guessing the box.



Here's a clever polygon sequence where the boxes zoom in and out of the backgrounds with boxing gloves attached.



Our Knight gets caught up in a scuffle with a factory doll. The resulting effect is a cloud of smoke.



This is one of the smartest features: falling backdrops. You can sprint underneath or wait for them to drop first.



Don't worry about this toy giraffe, folks – it's just for fun. Looks damn impressive, though.

In the kitchen you'll love the tap-water effect. The gushing sounds to go with it makes this one of the most spectacular level sequences.



SEGA
£79.99
OUT: NOW



CD ACCESS:fast
PLAYERS:2
STAGES:10
SKILL LEVELS:3
FEATURES:continues
CONTACT:.....Video Game
Centre
(0202) 527314

PROview

CHRIS ■■■■■

The excellent gameplay even lives up to the superb intro.

PHIL ■■■■■

The 3-D techniques add a lot of originality to a top-notch game.

MARK P ■■■■■

I'm not a great platform-game fan, but at least this is very original.

PROscore

GRAPHICS 91%

▲ An introduction sequence that can only be described as magnificent.

▲ The polygon graphics add a whole new dimension to the gameplay.

SOUND 92%

▲ A superb collection of music tracks to suit the toy environment.

▲ Crystal-clear speech and very realistic sound FX samples.

GAMEPLAY 90%

▲ The new gameplay dimension ensures you'll be totally engrossed.

▲ There's so much going on, you'll treat each obstacle with respect.

CHALLENGE 87%

▲ The desire to see every feature of every glorious level is huge!

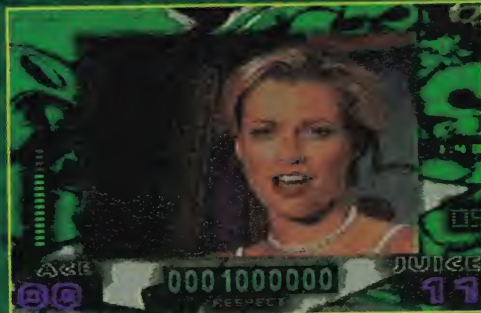
▲ Never a straightforward challenge with careful thinking often required.

91%

The next generation in platform games has arrived! This Saturn sizzler will give you a memorable insight into the future of video gaming.



MEGA-CD



Bad point no. 1: The acting in this game is terrible. We're talking school pantomime stuff here.



DIGITAL PICTURES
£49.99
OUT: NOW

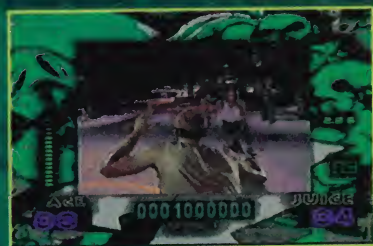


SLAM CITY

WITH SCOTTIE PIPPEN

Slam City? Oh dear, with a name like that, it's virtually guaranteed to be a basketball game. This means two things:

1) it's going to have more slam-dunks than I've had hot dinners, and 2) it's going to be filled with all of those trashy hip-hop sayings that you thought you'd forgotten in the mid '80s. You know the stuff I mean – Jamming, Hip, Chilling – and it's all hideously out of date (heh, these guys probably still think bandanas and leather jackets are cool!). I'm dreading reviewing this, can anything else go wrong? Oh, it's an FMV game as well. NOOOOOO!...



Yeah man, we're jammin' now! Erm, Ice-T rules OK!



I've not only just lost a match to this turkey, but he's running off with my ugly girlfriend now. You can keep her, mate!

So how big is this game? Well, the blurb on the packaging states it's got over two-and-a-half hours' worth of FMV – not surprising since it's on no less than four CDs! The question, of course, is whether this is two-and-a-half hours of QUALITY FMV, or two-and-a-half hours of the usual shoddy, grainy rubbish which most Mega-CD owners are used to. I'd put your money on the second option if I were you...

The game pits you in the boots of the new guy on the block who's trying to make it big in the world of basketball. Not being a particularly bright person, you decide to enter a local street contest where you'll be pitted one-on-one against some of the roughest and toughest underground players going. Earning respect is what this is all leading to, and if you build up a good (or is that bad?) reputation, then one of the NBA outfits might take some notice of you. Maybe.

The game is viewed from just behind your player, with the FMV computer opponent strutting his stuff in front of

Bad point no. 3: The characters have some of the worst lines ever. One geezer's catch phrase is "You can't beat the Fingersh!" Sad.



Bad point no. 2: The FMV is some of the dodgiest I've ever seen. Well, I don't know – there's always *Night Trap*...

you, moving around like a basketball player does. It's up to you to decide when to tackle him or make the shot towards the basket. Time it right and you'll score some points; time it wrong and you'll blow it. To tell you the truth, there isn't much gameplay to speak of: it's really all a matter of pressing the right button at the right time. Not a good ingredient for a fun-filled game, you may think, and jolly right you'd be too – this is boredom at its best (or should that be worst?).

To the game's credit, there's a personal appearance by Scottie Pippen – no, don't say "who?", he's quite famous in the States as a basketball player. I guess he's the American equivalent of Gazza. The trouble is, you'll probably never see him because he's the final guy you have to go up against in the game. It's bad enough getting past the first tricky opponent, never mind having to work your all the way up to Scottie!

So, all in all, a waste of 50 hard-earned pounds, then. Just think of all the things you could spend this much money on – a dodgy FMV basketball game doesn't really come to mind, does it?

Mark "Slammin' It" Pilkington SP

PROtip

PUT YOURSELF IN TRAINING MODE, AND WHEN THE 'BREAK' SIGN APPEARS, IMMEDIATELY PRESS THE A BUTTON THE SHOOT THE BALL. YOU SHOULD SCORE EVERY TIME.

CD ACCESS:fast
PLAYERS:1
STAGES:n/a
SKILL LEVELS:3
FEATURES:save game
CONTACT:.....Video Game Centre
(0202) 527314

PROview

CHRIS ■■■■
Nice movie footage, shame about the game. Forget it.

MARK H ■■■■
I'd much rather play a proper basketball game like *NBA Jam*.

PHIL ■■■■
Another disappointing Digital Pictures game – what have they done?

PROscore

GRAPHICS 74%

- ▲ The FMV footage is quite good fun to watch when you first see it.
- ▼ More grainy than Farmer Giles's wheat field. Ooh-arr.

SOUND 95%

- ▲ Yo! Yo! Yo! We're rappin'! (Sorry, I got a bit carried away then).
- ▲ Very atmospheric music and FX. It's all CD quality, y'know.

GAMEPLAY 47%

- ▲ Quite good fun for the first few goes, I suppose. Easy to get into.
- ▼ It's just a matter of pressing the right button at the right time.

CHALLENGE 58%

- ▲ A very tough game. Most people won't even beat the first player.
- ▼ It's so darn hard, you'll probably never get to see Scottie himself.

45%

Yeah bro', this is a chillin', dope-jammin', lip-smacking movie to watch. But it plays like a white man, y'know...



GAME GEAR

A long time ago... well, three or four years anyway, one game came along that would revolutionise the entire beat-'em-up genre forever, and its name was *Street Fighter II*. Since then, fighting games have fitted into two distinct categories: those willing to experiment and try something new, and those quite content to sit on the fence and rip-off the master. So no prizes then for guessing which pigeonhole this game fits into!

Fatal Fury Special is by no means an original game, merely a regurgitated mish-mash of the other two *Fatal Fury* games (sound familiar *SFII* fans?), with a few new moves and characters.

The aim of the game is even more simplistic on the Game Gear. With two combat buttons, you must kick and punch your way through a succession of international 'ard men before confronting old adversary Geese Howard.

There are nine fighters to choose from (naturally, a few were omitted to save memory) including the infamous Bogard brothers, a mystic oriental dude, a raggamuffin street punk, oh and the obligatory woman.

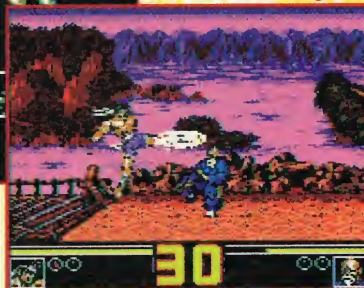
The main game is a no-frills one-on-one battle, tired, clichéd, and stupidly easy to complete. There are also a couple of other modes: a Versus game that can be played on one's tod or with a friend via link-up facilities, and a riveting Survival mode whereby you choose six fighters to face-off against six others. The winner is the player who manages to successfully vanquish the opposing team's combatants – much like the Group Battle mode in *SFII*.

With games such as *MKII* leading the pack of hand-held beat-'em-ups, it's difficult to see from where the demand for second-rate pap like this derives. On the Game Gear, virtually none of *FFS*'s originally stunning Neo Geo graphics shine through. Instead the sprites are small and difficult to pick out against the substandard backgrounds. The animation is also a tad on the weak side, in fact some of the characters look as though they're going into acute rigor mortis the



"I'd see the doctor about that leg if I were you!"

Terry's charging punch remains intact from the original game.



The motley crew of fighters prepare to be picked for battle.



The holding moves are an ideal opportunity to sap loads of energy.

moment they lunge into a special move – it's hardly Bruce Lee material!

The main reason *Fatal Fury Special* fails so miserably on the hand-held is because almost every ounce of tactical play has been lost due to the fact that there are only two buttons. Instead of floating in soft blows and following up with fierce hits, the gameplay now amounts to little more



The projectile attacks get more far-out with every game.

than mindlessly hammering away at the buttons until a result is decided. Okay, so you can still produce devastating combos, albeit extremely limited ones.

Stick with what you know. *MKII* may not be the best the Game Gear can offer, but at least with exploding heads and charred bones you'll be laughing for the right reasons!

Ryan "Kicks" Butt SP

PROTIP

THE KICK BOXER IS UNDOUBTEDLY THE EASIEST PLAYER TO MASTER – SIMPLY DO THE OLD *STREET FIGHTER* MOVEMENTS TO PULL OFF HIS SPECIAL MOVES.



TAKARA
£29.99
OUT: NOW



CART SIZE:4Mbit
PLAYERS:2
STAGES:9
SKILL LEVELS:3
FEATURES:continues
CONTACT:.....Video Game Centre
(0202) 527314

PROVIEW

MARK ■■■■

Hardly a serious challenger to *MKII*'s beat-'em-up supremacy.

PHIL ■■■■

Another mediocre beat-'em-up with little skill involved.

CHRIS ■■■■

Way too easy – those computer fighters are a bit thick.

PROSCORE

GRAPHICS 61%

▲ The backgrounds are reasonable enough for the GG.

▼ Everything else stinks of something rotten. Unimpressive animation.

SOUND 43%

▲ Er... tra-la-la-laaa! A decent title tune to listen to.

▼ Crass, screechy, dull, uninspired, crap, rotten (I could go on!).

GAMEPLAY 52%

▲ Beat-'em-up fans will love it for... oh at least five minutes!

▼ Lack of tactical play makes this as enjoyable as piles.

CHALLENGE 45%

▲ On hard level this may keep novice players happy for a minute or two.

▼ These fighters are softer than Mark's head!

51%

A naff beat-'em-up. I'd be hard pushed to think of an even greater piece of cack to waste your money on!



With help from the golfing experts working on Golf Magazine, Sega have finally finished their first 32X sports title – *Golf Magazine's 36 Greatest Holes*. Endorsed by Fred Couples, a household name in the USA, it is hoped this will challenge EA's *PGA* series with its 32X graphics and realistic digitised golfer sprites. In the past *PGA* has been unmatched by any other golfing title. Sega believe the 32X can create the ultimate golf game with 24Mbit of memory giving us 36 holes (taken from 29 famous courses) of beautiful lakeside scenes, lush forests, smooth fairways and challenging gameplay. Time to tee off...



Oooh! Right on the edge of the big lake. It'll take a fine stroke now to hit this over the water.



The digitised golfing swings are the most impressive yet for a Sega golfing title.

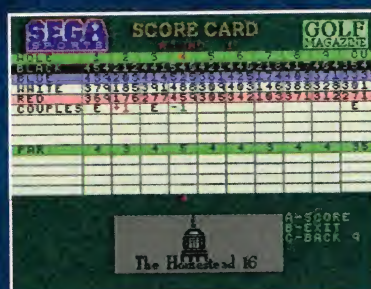


Play. And on the 'Hole Type' menu you can play Fred's Favourite, The Longest 18, The Shortest 18, The Gauntlet, Random 18, All 36 or Custom Courses! And to ensure you are up to date with fashion there's an edit option allowing you create your own golfer with shirt, pants, clubs and tees available for alteration to suit you. I found the action-replay save function useful.

You can save your four greatest action-replay moments as a kind of shot album!

As a 32X release this looks very sexy. The backdrops include some fine grass shadings, brilliant tree-lined fairways and marvellous pastoral

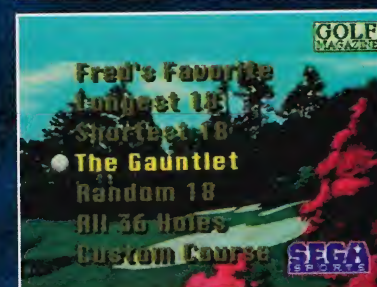
Expect to find a high level of detail in the backdrops on each of the 36 holes.



Keep track of how you're doing on the score card.

PROTip

ON THE OVERHEAD MAP, USE THE CURSOR TO DETERMINE DISTANCES BETWEEN YOU AND OTHER AREAS OF THE HOLE. THIS IS PARTICULARLY USEFUL FOR JUDGING RISKY 'OVER THE WATER' SHOTS.



There are lots of play options to choose from. I wonder what The Gauntlet is? Maybe you explore maze-like levels!

landscapes. You can even marvel at the digitised golf swings for each of the on-screen players.

It's gameplay that counts though. You can go for a nice walk around the 36 holes here, but after that there is only one place left – the clubhouse for a pint and some peanuts. 36 holes is effectively two courses, and that's your lot. *PGA Euro Tour* included five courses in the one 16Mbit cart.

Another downfall is the way the ball moves on the screen. Following a perfect swing it would be nice to see the tiny white ball move realistically through the air, but its movement is ragged.



36 GOLF MAGA GREATEST H

MY FAVOURITE SEVEN HOLES



Blackwolf Run: lots of water to catch you out.



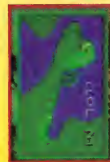
Cover d'Alene: get your ball over the water!



Half Moon Bay: a dogleg by the sea.



Kiawah Island: from the Ryder Cup course.



PGA National: You need a straight drive.



The Boulders: don't go into the trees.



The Green Brier: beware hitting in the lake.

An inset window flashes up to show the reverse angle shot of your ball landing. This function works very well.



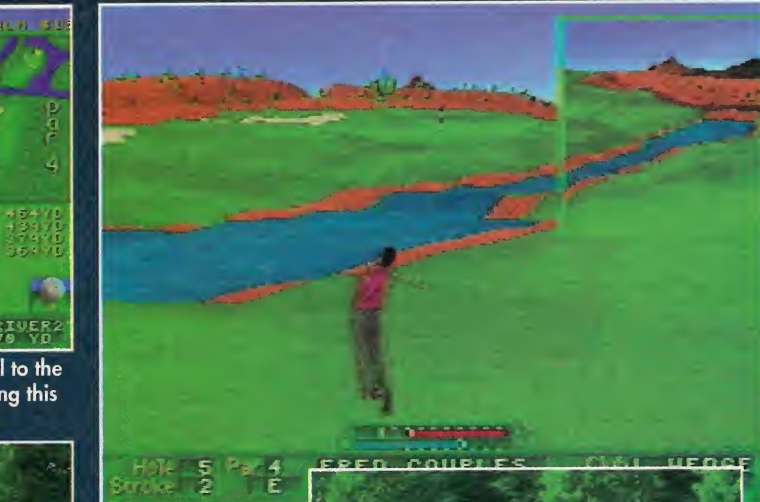
Use the 'Draw' and 'Fade' to bend the ball to the left or right. It's possible to avoid trees using this method.



Old Fred Couples hopes this stroke will find its target. A delicate chip to the green should do it.

I also found the putting rather tame. The ball rolls across the green with little grace – grinding to a jerky halt quicker than you'd imagine. Putting is far easier than *PGA*: it's not so convincing, and certainly lacking that essential skill element.

It's not all 'Doom' and gloom for the 32X – this is by no means a flop. Imagine *PGA Tour* and see this as the same game with better graphics but not so skilful gameplay. The same addiction is not



You can select Detanium, Graphite, Wood and Steel clubs for the serious console golfer.



quite here despite the reasonable and still very sound challenge. If the putting was up to scratch and the ball movements just that little more convincing then this could have been top-notch stuff

Mark "Fore!" Hill **SP**

Like *PGA* this uses a grid to help you determine your putting strokes. Shame it's not so detailed.



Create your own golfer here using the fashion editing option. Tee colours are important too, you know!



Bring up the overhead view to measure various distances with a cross hair. Options are very similar to the *PGA* series.



**SEGA
£TBA
OUT: FEB**



CART SIZE:24Mbit
PLAYERS:8
STAGES:36 holes
SKILL LEVELS:n/a
FEATURES:.....battery save
CONTACT:.....Sega
(071) 3733000

PROview

PHIL ■■■■

Not quite as skilful and satisfying to play as the *PGA Tour* series.

MARK P ■■■■

The holes look really lush, but it's just a standard golf game.

CHRIS ■■■■

A decent golf sim, but a few more holes would have been nice.

PROscore

GRAPHICS 87%

▲ The 32X produces some very high quality backgrounds for the 36 holes.

▲ The digitised golfing swings are incredibly realistic to watch.

SOUND 75%

▲ Some mellow golfing music and real-life golfing sound FX.

▼ As a quiet sport you can't expect too much on the sound front, though!

GAMEPLAY 78%

▲ With realistic stroke play and good controls this is a worthy golfing sim.

▼ Let down a little by the unconvincing putting sequences on the greens.

CHALLENGE 82%

▲ All the golfing options you'd ever need, even down to the tee colour!

▼ Not quite the challenge of *PGA Tour* – fewer holes and easier putting.

79%

Not a bad golf title with excellent graphics and an easy-to-use control system. Just don't expect this to play like *PGA Tour*.

ZINE'S OLES



MEGA DRIVE

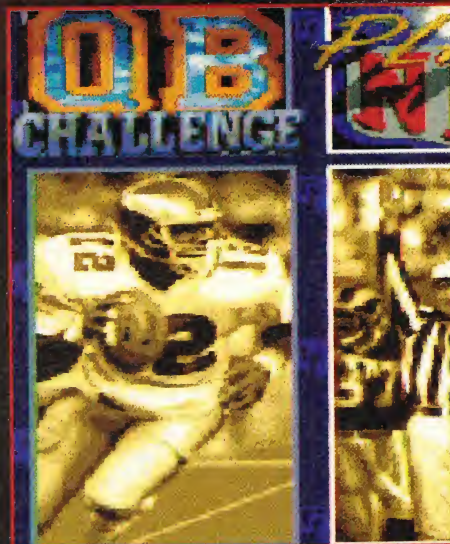
A bit of NFL action for you. In real life it's brilliant; in this game it's naff.



The NFL Quarterback Club is actually a range of clothes endorsed by the NFL's premier quarterbacks. Hmm, a strange licence to pick up, eh Acclaim? What kind of game will it be, I wonder? Maybe your task is to design your own T-Shirts and baseball caps! It sounds like a good idea to me, so let's waste no time and show those posh designers a thing or two about fashion...

Uh, hang on a minute. No, this can't be right – there isn't any reference whatsoever to T-shirts, sweatshirts or jumpers. No, instead we have what looks remarkably like an inferior Madden clone. Surely not?

Sarcasm aside, *NFL Quarterback Club* is two games in one, really. The first is the *Madden* clone (with a full NFL season and playoffs) whilst the second is a recreation of the actual annual NFL Quarterback Challenge. I wouldn't blame you if



you've never heard of this either, but in America every year, the best quarterbacks in the NFL gather together in Hawaii and compete in a series of four events designed to test the best.

These events are: Accuracy (viewed from just behind the QB, you have to throw the ball at a series of moving targets), Speed & Mobility (where you have to complete an obstacle course in the fastest time possible), Distance (throw the ball as far as you can), and Read & Recognition (aim for the flagged moving targets only).

This is a kind of NFL *Track & Field*, really, with each event testing your joystick dexterity and button-bashing skills to the limit – particularly when playing in multiplayer mode with up to four friends. You can even customise your own quarterback.

Graphically this is a dodgy little number. The pitch is too bright – especially in the *Madden*-style matches – and as a whole, the graphics are blocky. But that isn't all:



2, 4, 48, who do we appreciate?

BOMB 'EM DEEP

Each quarterback in the game has his own unique style of play. Take a look...

ATTRIBUTES		
SPEED		
RANGE		
ACCURACY		
ATT	COMP	YDS
24.5	10	11
85.5	10	11

BERNIE KOSAR
DALLAS COWBOYS

ATTRIBUTES		
SPEED		
RANGE		
ACCURACY		
ATT	COMP	YDS
24.5	10	11
85.5	10	11

BOOMER ESIASON
NEW YORK JETS

ATTRIBUTES		
SPEED		
RANGE		
ACCURACY		
ATT	COMP	YDS
24.5	10	11
85.5	10	11

BRETT FAYRE
GREEN BAY PACKERS

ATTRIBUTES		
SPEED		
RANGE		
ACCURACY		
ATT	COMP	YDS
24.5	10	11
85.5	10	11

BUBBY BRISTER
PHILADELPHIA EAGLES

ATTRIBUTES		
SPEED		
RANGE		
ACCURACY		
ATT	COMP	YDS
24.5	10	11
85.5	10	11

CHRIS MILLER
LOS ANGELES RAMS

ATTRIBUTES		
SPEED		
RANGE		
ACCURACY		
ATT	COMP	YDS
24.5	10	11
85.5	10	11

DAN MARINO
MIAMI DOLPHINS

ATTRIBUTES		
SPEED		
RANGE		
ACCURACY		
ATT	COMP	YDS
24.5	10	11
85.5	10	11

DAVE KUNGLER
CINCINNATI BENGALS

ATTRIBUTES		
SPEED		
RANGE		
ACCURACY		
ATT	COMP	YDS
24.5	10	11
85.5	10	11

DREW BLEDSOE
NEW ENGLAND PATRIOTS

ATTRIBUTES		
SPEED		
RANGE		
ACCURACY		
ATT	COMP	YDS
24.5	10	11
85.5	10	11

JEFF HOSTETLER
LOS ANGELES RAIDERS

ATTRIBUTES		
SPEED		
RANGE		
ACCURACY		
ATT	COMP	YDS
24.5	10	11
85.5	10	11

JIM EVERETT
NEW ORLEANS SAINTS

ATTRIBUTES		
SPEED		
RANGE		
ACCURACY		
ATT	COMP	YDS
24.5	10	11
85.5	10	11

JIM HARBAUGH
INDIANAPOLIS COLTS

QUARTERBACK CLUB



A toss of the coin determines which team gets the choice of kicking or receiving.

The options screen shows some lovely digitised pictures of NFL action.



Well, we all have our little dreams, don't we?!



#01 MARKIE

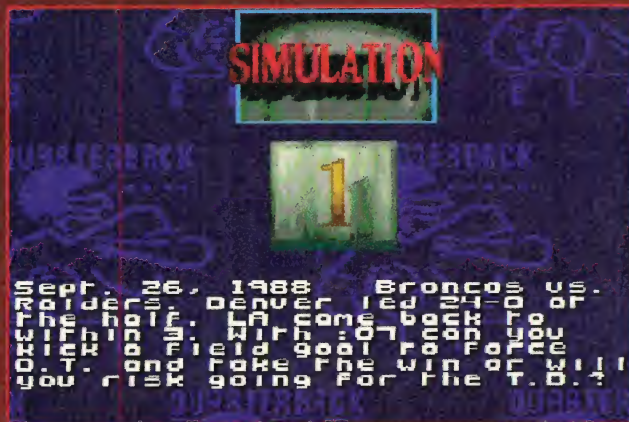
PROtip

TWO PLAYS THAT WILL ALMOST ALWAYS WORK AGAINST THE COMPUTER... ON OFFENCE, CHOOSE SHORT, PRO-SET AND 45 SWEEP. ON DEFENCE, CHOOSE SPECIAL, FIELD GOAL AND COVER BLOCK.

Speed and Mobility

One of the events from the QB Challenge, in Read & Recognition you have to hit the flagged moving targets.

Jeff Hostetter, quarterback for the Raiders, is one of the NFL's finest. What a guy!



Aha! A classic game if I've ever seen one...



The Broncos dance and celebrate after winning a close one over the Raiders.



RICK MIRER
SEATTLE SEAHAWKS



STEVE YOUNG
SAN FRANCISCO 49ERS



TROY AIKMAN
DALLAS COWBOYS



WARREN MOON
MINNESOTA VIKINGS



RANDELL CUNNINGHAM
PHILADELPHIA EAGLES



JIM KELLY
BUFFALO BILLS



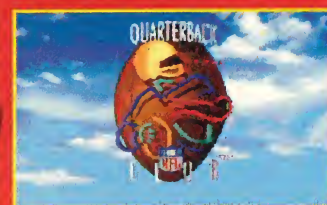
JOHN ELWAY
DENVER BRONCOS



NEIL O'DONNELL
PITTSBURGH STEELERS



ACCLAIM
£44.99
OUT: NOW



CART SIZE:.....12Mbit
PLAYERS:5
STAGES:n/a
SKILL LEVELS:3
FEATURES:.....battery
backup
CONTACT:.....Acclaim
(071) 3445000

PROview

PHIL ■■■■■

It's far too easy to score in the matches, but the QB Challenge is fun.

MARK H ■■■■■

Not bad value with two games in one, but I'd still rather play *Madden '95*.

CHRIS ■■■■■

They should've used the QB Challenge throwing technique for the matches.

PROscore

GRAPHICS 57%

▲ The digitised pictures of the real NFL quarterbacks are nicely done.

▼ The pitch, animation and just about everything else is a real letdown.

SOUND 47%

▲ There are attempts at some half-decent tunes and speech samples.

▼ But attempts are all that they are! Not too good...

GAMEPLAY 74%

▲ If you like American Football, then you'll love this... for about ten minutes.

▼ At the end of the day, *Madden '95* beats this by about 30 points.

CHALLENGE 80%

▲ A whole season, classic game situations and the QB Challenge to play.

▼ As with the first *Madden* games, it's far too easy to score with long passes.

63%

A bit of a hotch-potch that offers quantity but not a lot of quality. Gridiron fans should stick to the *Madden* series.



MEGA DRIVE

Following closely in the footsteps of *Madden '95* and *NFL Quarterback Club*, Accolade's new American football simulation aims to break through the defensive line and score a surprise touchdown. Unlike the other two games, which are licensed from the National Football League, *Unnecessary Roughness* is endorsed by the NFL Players Association. It therefore includes full rosters for the 28 teams, with authentic player names and statistics. But can this young pretender really challenge the might of EA Sports' *Madden* series? Or will it be a case of foul play? Let's go over to the packed stadium right now to get a running commentary on the game...

TEAM ROSTER			
SAN FRANCISCO			
POS	NAME	EXP	PTS
QB	18 YOUNG	85	84
QB	18 GRAC	82	80
QB	14 MUSGRAVE	80	77
K	4 BRIEN	80	78
P	10 WILMSMEYER	90	78
TE	84 JONES	95	80
TE	85 PUPSON	77	78
TE	86 CAROLAN	75	74
WR	80 RICE	99	95
WR	82 TAYLOR	90	89
WR	83 MCGAFFREY	87	80
WR	86 SINGLETON	72	76
WR	81 OWENS	74	84
FB	40 FLOYD	89	79
FB	43 LOGAN	80	80
FB	32 WATTERS	82	85
FB	20 LOVILLE	76	82
FB	35 CARTER	80	86
FB	27 WALKER	63	70
C	67 DALMON	59	65
C	68 OATES	58	65
G	78 BARBER	55	60
G	61 SAPOLU	67	70
G	63 DEESE	55	60
T	79 BARTON	55	60
T	74 WALLACE	60	75
T	65 BOATSWAIN	66	66
T	75 POLLACK	55	66
DL	94 STUMBLEFIELD	63	80
DL	97 YOUNG	61	73
DL	92 WILSON	64	77
DL	96 BROWN	65	70
DL	95 DENT	69	75
DL	98 KELLY	55	70
DL	99 SMITH	56	63
DL	72 THOMAS	58	68
DL	68 HALL	57	61
LB	50 PLUMMER	73	77
LB	51 NORTON	79	82
LB	53 PETERSON	80	80
LB	55 MITCHELL	78	72
LB	98 GOSS	71	78
LB	57 JACKSON	70	79
LB	54 WOODALL	80	80
CB	29 GRIFFIN	90	84
CB	21 SANDERS	95	99
CB	25 DAVIS	95	90
CB	38 HANKS	99	99
CB	22 DRAKEFORD	90	82
CB	45 HARDY	78	82
CB	41 COOK	80	80
S	46 McDONALD	82	82
S	28 HALL	82	82

UNNECESSARY ROUGHNESS

95

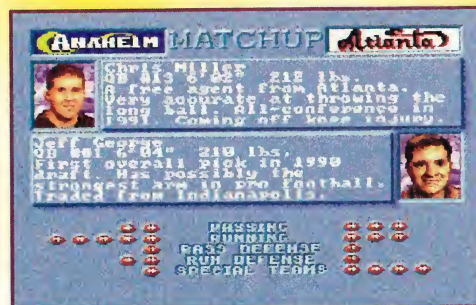
Yes, you join us in Candlestick Park for the big showdown. On paper, *Unnecessary Roughness* looks promising, with all the play options expected in a good gridiron simulation. There's Exhibition matches between any of the 28 teams, 5-15 minute quarters, a full season with playoffs, and a special 2 minute game where you have to turn a match round in the final minutes. There are also full player rosters for each team, and facts and figures on the top players.

When you start a match, however, you're greeted with appallingly primitive graphics seen from a bird's eye view (much higher than in *Madden*). The animation of the small players is jerky and slow – it's all reminiscent of an inferior Commodore 64 game. Worse still, once your runner or receiver has the ball, the camera automatically zooms in for an even naffer view of the poorly drawn players close up. I was amused by the fact that they all wore a number 8 shirt, and astonished by the way they often flickered and juddered.

It's not just a case of poor graphics either.

PROTIP

IF YOU HAVE THE MISFORTUNE TO BUY THIS SAD GAME, SWAP IT WITH ONE OF THE THICK KIDS AT SCHOOL. EVEN IF THEY LATER BEAT YOU UP, ANYTHING'S GOT TO BE BETTER THAN PLAYING THIS!



Each team's star players are shown on the matchup screen.

PLAYER ROSTER

Each of the 28 teams has an accurate player roster. Here's the full squad for San Francisco (left).



This game is endorsed by the NFLPA rather than the NFL itself.

The yardage gained/lost is shown after each play.

The collision detection has to be seen to be believed. At one point I thought I'd intercepted the ball – he even appeared to pull it down to his chest – but somehow a receiver miles away had managed to catch it!

Even worse, on another play I was awarded a touchdown even though my on-screen player was stopped well before reaching the endzone. And on my ensuing two-point conversion attempt I appeared to have got the ball over the line, but was told I'd failed!

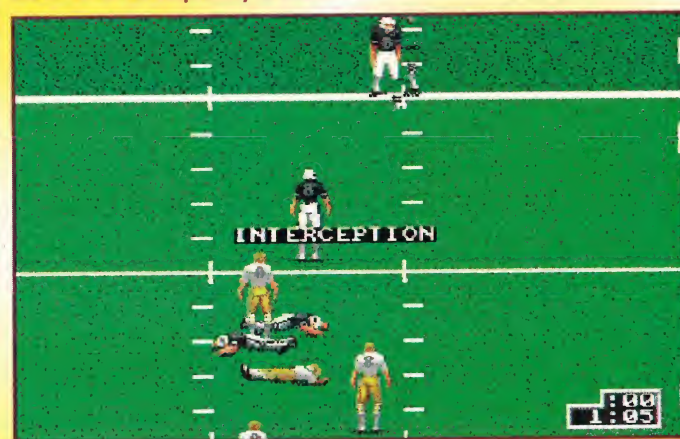
Want to hear something really funny, though? Well, after scoring a TD I thought

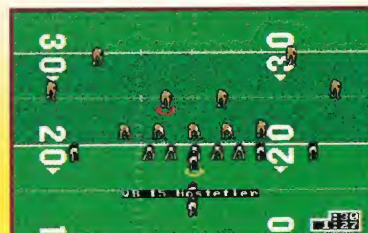
A power and direction meter is used to place your kick accurately.

I'd watch it again on the action replay (which isn't even in slow motion): I couldn't believe it when my receiver didn't catch the ball – yes, somehow the events had completely changed in the replay! It may all sound very amusing, but such poor programming is shocking in this day and age.

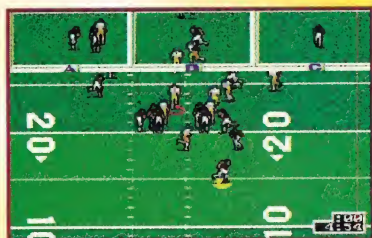
It would be bad enough if it was just dodgy programming letting down a well-designed game, but this isn't the case. About the least rub-

Throw a pass when your receiver is nowhere near the target and it's liable to be intercepted by a defender.





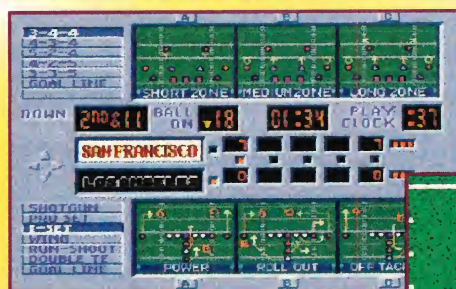
When the play starts, you watch from this zoomed-out view.



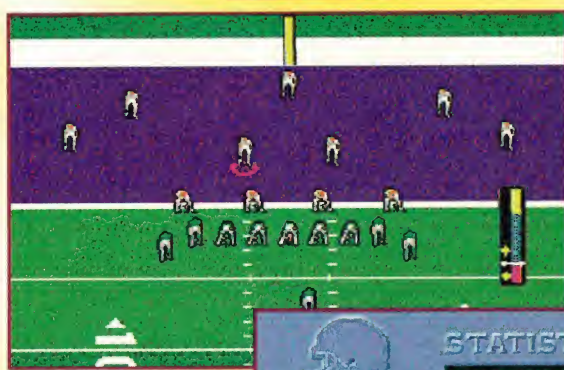
The three possible receivers are shown in windows on a passing play.



The Miami quarterback throws the ball towards the round red target.



(Left) Choose your strategy on the playcalling screen.



(Above) After a TD, you can kick the extra point or gamble on a two-point conversion.

STANDINGS

NATIONAL

CHICAGO

Detroit

Minnesota

GREEN BAY

WEEK 5

CENTRAL

W	L	T	PCT
4	0	0	1.000
3	1	0	0.750
2	2	0	0.500
1	3	0	0.250
1	3	0	0.250

(Above) Check the division standings during a full 16-game season. Can you make the playoffs?

STATISTICS

CHICAGO

Cincinnati

SCORING		
FIRST QUARTER	6	7
SECOND QUARTER	7	3
THIRD QUARTER	7	0
FOURTH QUARTER	7	17
OVERTIME	0	6
TOTAL SCORE	27	33
TOTAL OFFENSE	122	125



On the close-up view, the player animation is dodgy.



For a geezer who's just scored a touchdown, he doesn't look too excited, does he?



ACCOLADE
£39.99
OUT: FEB



CART SIZE:.....16Mbit
PLAYERS:4
STAGES:n/a
SKILL LEVELS:3
FEATURES:.....battery save
CONTACT:.....Accolade
(091) 7880200

PROview

MARK P ■■■■

This game is the Houston Oilers of gridiron sims, only worse!

MARK H ■■■■

This makes NFL Quarterback look like a masterpiece, never mind Madden.

CHRIS ■■■■

With appalling graphics it looks like something out of a time warp.

PROscore

GRAPHICS 24%

▼ Poorly drawn sprites that look like something from an early computer.

▼ Players often jerk and flicker. We even saw the goal-posts shaking!

SOUND 60%

▲ The least awful aspect of the game with the odd bit of speech.

▼ Strange music that sounds like jungle gone wrong.

GAMEPLAY 20%

▼ Totally unrealistic with no blocking and defenders suddenly stopping.

▼ A farcical passing system where catching the ball is a lottery.

CHALLENGE 25%

▲ You get a full season to play through on any of three skill levels.

▼ But the game is so frustrating and poor, you won't want to bother.

22%

An utterly dire attempt at an already much-simulated sport. It looks like a sick joke compared to the Madden games.

bish bit is the playcalling, although even this suffers from a lack of special teams plays on defence. Executing an offensive play, you always have the option of running or passing (by pressing a different button to snap the ball), but the latter is farcical. It's all very well selecting from the three receivers in the passing windows, but the ball is never thrown to them – instead it's aimed at a set target, even if the receiver is blocked and can't possibly reach it.

Things don't improve on defence either. There seems to be no blocking whatsoever, so you can just run straight through the defensive line to hurry the QB. Perhaps the programmers decided to even things up a bit in the secondary, as your coverage of receivers is pathetic. For example, when chasing a wide receiver to a long pass, my cornerback would inexplicably stop for a split second, giving the receiver time to make the

catch. Every single time!

I could go on, picking up on points right from the illogically laid out presentation screens to the lack of celebrations after scoring a touchdown. Even all those detailed player rosters are a complete waste of time as you can't substitute anyone!

Quite frankly, this is the worst American Football sim I've ever seen on the Mega Drive. *Unnecessarily Roughness*? More like 'Unnecessarily Rough'.

Phil "Fumble" King SP



MASTER SYSTEM

Hefty pauses for thought on the beak of a flying duck. He'll have to keep jumping to keep the bird in the air.



THE SMURFS

La, la, la, la... The Smurfs are strange little characters who have lots of fun. See them surf down the mountains on a

sledge, explore the labyrinths of a mine, and travel on the back of a stork. Only nasty enemies like the buzz flies, angry Smurfs, Howlibirds and Gargamels can spoil their game.

Playing as Hefty Smurf you will leave to search the whole of Smurf country and find the smurnapped Jokey, Brainy and Smurfette.

Infogrames, the French development team, say only the smurfiest of Smurfs will succeed. Is it possible to get excited about an MS platformer in this day and age? Voici les Schtroumpfs de France!

Infogrames brought the Smurfs renewed stardom with an MD platformer that inspired a little but never really blossomed into anything big. This MS version is more of a handicap with the programming team restricted to churning out the usual 8-bit platform action.

I remember Codemasters giving us a dated piece of dog's dinner in the shape of *Dinobasher*. *The Smurfs* on the MS uses the same diluted MD platforming formula with jump and run routines mixed in with 'bop-on-the-head' killing tactics, frustrating Smurf controls and predictable 'stepping-stone' level run-throughs.

Playing as Hefty Smurf you feel rather bored by the time you get to Level 2, despite the refreshing bonus stages offering extra lives and more points. By Level 3 on the river run you'll be snoozing. It's simple, it's been seen before – it's a

Turn into a bubble and float upwards for bonuses on this sub-game.

Smurf show with nothing but stale cake and tired graphic routines.

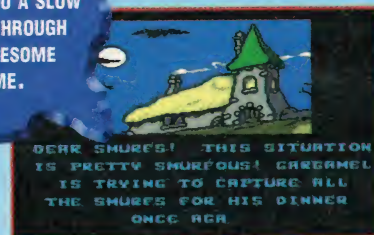
Even the special stages giving Hefty a ride on the back of a stork, a sledge run down the mountain and a mine cart bomb can't save this disappointing platform game.

The sprites themselves look okay – the MS can generate adequate colour and detail. But when you've tested all the further level routines, including the swamp where Hefty clings to vines and hops over the many stretches of water on logs and crocodile heads, you'll realise there's more staying power in a hot-tub of sulphuric acid.

Mark "Ce n'est pas bien" Hill

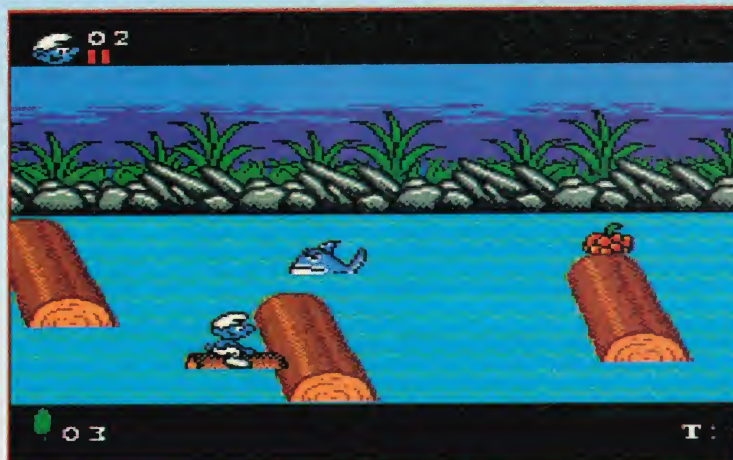
ProTip

MAKE GOOD USE OF HEFTY'S SPRINTING ABILITY. THIS WILL HELP YOU LEAP SAFELY OVER THE DANGER AREAS – AND SPARE YOU A SLOW STROLL THROUGH THIS TIRESOME GAME.



On this bonus game the idea is to keep away from the rising water. Sadly Hefty has already sunk!

In the swamp expect to see many crocodiles and hanging vines. It's that aged stepping-stone routine again. Yawn!



Avoid the logs and watch the shark-fish. Collect all five stars and you'll access one of the bonus games.



INFOGRAMES
£29.99
OUT: NOW



CART SIZE:4Mbit
PLAYERS:1
STAGES:10
SKILL LEVELS:3
FEATURES:passwords
CONTACT:Infogrames
(071) 7388199

PROview

PHIL ■■■■

The same old platform formula failed to keep my interest.

RYAN ■■■■

I'd rather listen to that awful old Smurfs record than play this.

MARK P ■■■■

Marginally better than the GG version, but still mediocre.

PROscore

GRAPHICS 76%

▲ Eye-catching Smurf sprites and a good wash of bold and bright colours.

▼ Level designs dug out of an old gaming shell and recycled.

SOUND 69%

▲ Master System music that does its best to put you in the mood

▼ Pretty standard sound FX that do little for the game.

GAMEPLAY 55%

▼ A tiresome run through the oldest level designs seen in a long time.

▼ Short scenarios with repetitive obstacles and enemy sprites.

CHALLENGE 50%

▼ Fairly easy to complete with a predictable and monotonous challenge.

▼ No two-player mode or continues. Little incentive in finishing this.

54%

An ancient platform formula makes this a poor MS release with very little to keep you interested. Ensure you snub these Smurfs.

REVIEW



GAME GEAR



Well, that basically tells you the gist of the plot, doesn't it?



Hey, well done my young Smurf! You've just collected an extra life.



It's action, action all the way in the Forest level...



The second level is a rather fun little river ride thingy. A nice change from the constant platform action.

THE SMURFS

After a semi-successful appearance on the Mega Drive, the little blue chaps with the funny hats are giving Game Gear owners a chance to sample their wares. The plot's exactly the same as its predecessor: you control Hefty Smurf, whose task is to rescue three of his Smurf-mates from the evil clutches of Gargamel the Sorcerer. It's not going to be easy, though, and only with your help will he succeed...

The good news, folks, is that this game's got more Smurfs in it than you can shake a mushroom at. The bad news is it's yet another platform game – and not even a good one at that! A sure recipe for disaster...

Admittedly the main sprite is easy enough to control. You can make him do all kinds of things, everything from sprinting and climbing, right up to picking up an object and throwing it. All very well done.

But the real problem lies in the

dodgy collision detection. You could be quite happily walking along, jumping and running, when suddenly out of the blue – BIFF! – you die. You haven't got a clue what hit you. You didn't see anything touch you, right? No, no surely not – It couldn't have been that nut that was thrown at you, but missed by a couple of pixels... could it?

Another annoying aspect is that you have to restart from the beginning of each level every time you die. Okay, so the levels aren't exactly huge, I know, but when you've battled so far to get to the end of, say, Level 6 (hint, hint!) and you die just before you can make it to Level 7, the last thing that you need is to be sent all the way back to the beginning again. A few restart points dotted around each level would have made it a hell of a lot more bearable.

In the game's favour, the levels are quite varied, and they don't just stick to the predictable platform formu-

la. On the second level, for example, you get to ride on a tree trunk in a wet 'n' wild river. This is a side-scrolling affair where you have to weave your way around the other logs heading towards you. Further on in the game, you also get the chance to fly on a stork's back, go on a mine cart ride (ah, that old chestnut, eh?) and have control a sledge.

Also, collect all of the stars in a level and you get to play the bonus game. Here you float around inside a bubble, stroll along slippery mushrooms and race up the side of a dam before you're washed away by the water. All good, clean and honest fun.

Well, it would be, apart from the small fact that this game's as annoying as talking to Noel Edmonds! It could've been a good game if a little more time was spent on it, but I wouldn't buy this even if you PAID me for it (erm, hang on a minute...!).

Mark "I'm Just Smurfing!" Pilkington

PROtip

RIGHT, WHATEVER YOU DO, DON'T BUY THIS GAME. NO, I'D GET SOMETHING HALF-DECENT LIKE LEGEND OF ILLUSION STARRING MICKEY MOUSE IF I WERE YOU. FAR SUPERIOR.



INFOGRAMES
£29.99
OUT: NOW



CART SIZE:4Mbit
PLAYERS:1
STAGES:10
SKILL LEVELS:3
FEATURES:password
CONTACT:Infogrames
(071) 7388199

PROview

RYAN ■■■■

Playing this mediocre platformer made me feel very blue.

PHIL ■■■■

The irritating flaws spoil an okay but unremarkable game.

CHRIS ■■■■

The non-platform bits are a nice touch, but it's all too frustrating.

PROscore

GRAPHICS 60%

▲ Very colourful sprites and backgrounds, to the game's credit.

▼ A shame that it all looks so blurry on the GG's small screen.

SOUND 41%

▲ You can easily recognise all of the famous tunes in the game...

▼ ...but you won't want to listen to them for longer than five minutes!

GAMEPLAY 53%

▲ A playable little game, to be sure, to be sure.

▼ I'll bet that even the Kingster will find this game frustrating!

CHALLENGE 46%

▲ It's a hard game. Probably a bit too tough, to be honest.

▼ Thinking about it, make that DEFINITELY too tough!

49%

Even if you like The Smurfs with their funny hats and squeaky voices, you won't enjoy this very frustrating platform game.



GAME GEAR

"Hey, it's Hulk Pilkington here! How y'all doing? I may have quit the WWF some time ago now (which had nothing to do with a steroid-using scandal, honest!) but in my spare time, I still like to wrestle now and then. The only problem is, I'm getting on a bit now, so what I need is a game which I can quite happily play with on my Game Gear. Will *WWF RAW* from Acclaim satisfy my needs? Ooooooh yeeeeeah, I hope so!"



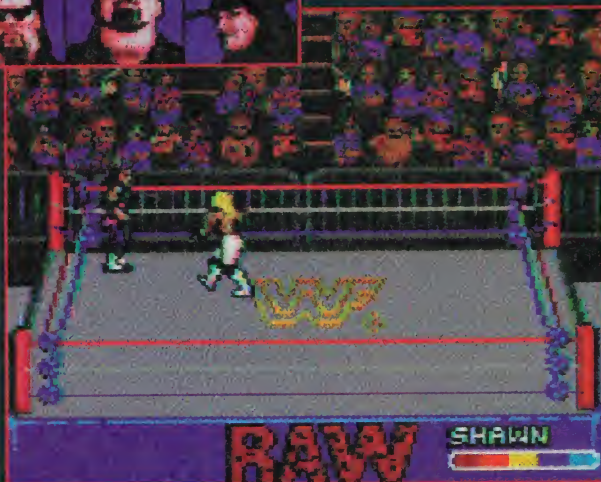
With 'household' names such as Bam Bam Bigelow, Crush and Diesel parading their pecs in this game, fans of the real shows will feel right at home here. The game box describes it as "the most ruthless mat mayhem ever!" But after playing for about two hours, getting thoroughly bored of it, and coming back and playing it for another hour before throwing the thing out of the window, I can safely say that it's as naff as they come.

The wrestlers stumble around the ring like demented bears, trying feebly to hit each other when you press the punch or kick button. The **When you get into a grappling situation, a bar comes up which determines who's winning.**



Blimey! Ten wrestlers to choose from – what a selection!

A bit of wrestling action for you. It's all acting, you know.



In my day, wrestling was all about Big Daddy and Giant Haystacks!



Outside the ring, I hurriedly looked around for a chair to throw at my opponent. There weren't any.

only problem is, each time you do actually manage to hit the opponent, only a smidgen of his energy will be taken away. To do any real damage, you have to get him in a grapple

and then pound button 1 repeatedly to execute a throw. Once he's on the ground, you can then kick or slam him some more.

The only complexity comes in performing each fighter's unique special move. These include all the classics seen on TV: Bodyslams, Suplexes, Dropkicks and other

strangely named moves. All very nice, but the problems start to arise when you find out just how hard they are to pull off – having to use the START button makes it very fiddly.

I guess if you can stand the basic and annoying gameplay, then this cart has plenty of options for wrestling fans. There are three different types of matches to play: One-On-One, Tag Team and Survivor Series. There are also One-Fall-to-Finish, Brawl and Tournament modes, plus three difficulty settings and ten different wrestlers to choose from.

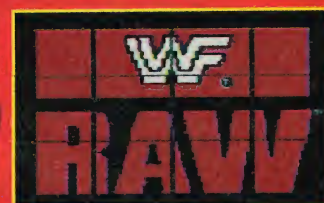
As in real wrestling, you also have the chance to have a wander out of the ring, but sadly there aren't any objects which you can pick up and use against your opponent, unlike in other wrestling games.

Graphically and sonically average at best, *WWF RAW* is a game which I wouldn't want to spend any of my hard-earned money on. You'd have to be a real wrestling maniac to enjoy it.

Mark "Pumped-up" Pilkington **SP**



ACCLAIM
£29.99
OUT: NOW



CART SIZE:4Mbit
PLAYERS:1
STAGES:n/a
SKILL LEVELS:3
FEATURES:none
CONTACT:.....Acclaim
(071) 3445000

PROview

PHIL ■■■■

The thick computer wrestlers make the real ones look like geniuses.

MARK H ■■■■

With no two-player link-up mode this is sadly lacking in challenge.

CHRIS ■■■■

I've never liked wrestling games much and this is poorer than most.

PROscore

GRAPHICS 64%

▲ The actual digitised wrestler pics are quite good, really.

▼ In the ring, their jerky animation makes them look stupid.

SOUND 70%

▲ The tunes are fair enough, but you won't be humming them afterwards.

▼ Sound FX are absolutely terrible! Just simple white-noise hitting.

GAMEPLAY 53%

▲ After a few goes, you're either going to love it or hate it to death.

▼ Thanks to the fiddly controls, most people won't want to persist with this.

CHALLENGE 40%

▼ Once you've played it a few times, you'll have seen everything.

▼ By using the simple ProTip it's dead easy to beat every opponent.

47%

A mediocre wrestling game that doesn't improve on previous attempts. Not a lot of fun to play and lacking a decent challenge.

PROtip

DON'T BOTHER FIGHTING! SIMPLY RUN LEFT AND RIGHT AND YOUR OPPONENT WILL KEEP DROPKICKING AND MISSING, REDUCING HIS ENERGY. WHEN THIS IS ZERO, HIT HIM AND PIN HIM TO WIN.



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Choose your next mission on the map of Cay Noir island.



Your Rastafarian friend Winston drives you around the island. In return, you shoot the zombies while he looks for treasure.

On an island not recognised by any nation, you find yourself dying of a Voodoo poison. Ahhhhhh! Hear the screams as the living dead come towards you – their half-eaten corpses advancing to chew your guts and turn you into a vicious cannibal commando. It's not nice, it's uncivilised, it's in Full Motion Video!

Digital Pictures have souped up explicit 100% real video action. Rated for a mature audience, this puts you straight in at the deep end against hundreds of zombies and their ringleader – the mad Dr Hellman. Aided by a sexy journalist named Julie and your jeep driver Winston, can you survive and solve this tropical terror?

It was Digital Pictures that developed the first-ever video game with an age rating – *Night Trap*. The Full Motion Video caused controversy with explicit scenes of violence and murder. The media soon picked up on the issue with news stories beamed across the world. The Mega-CD allowed players to interact with TV-quality animation, something of a revolution in video games technology as it signalled a new graphical era in gamesplaying.

Corpse Killer is another *Night Trap* in many ways. Change the scene from an uncivilised household to a tropical island reminiscent of the West Indies (the scenes were filmed in the Caribbean), add a character with a Bob Marley accent and appearance, then throw in a blonde journalist onto the hot news story and you have an adventure in the making.

PROTIP

USE THE JU-JU STICKS TO DEFEND YOURSELF AGAINST BLACK MAGIC MEN. WHEN YOU FIND A DATURA PLANT, REMEMBER TO CHECK YOUR HEALTH BEFORE DECIDING ON BULLETS OR ZOMBIE COCKTAIL.

Through the lush green jungles of the island you are driven from battle to battle in a Land Rover. Journalist Julie, eager for your help and always full of information, fits the image perfectly. She could be Crocodile Dundee's American reporter in a barren area that could be mistaken for the Outback.

The zombie ambushes are frequent wherever you go on the island. Dr Hellman, crazed cult leader of the zombies, knows you are out there. His man-munching monsters from below the grave are closing in. Your only hope is to blow them away. Not an

easy task as they are already dead!

Like many of these FMV adventures, you can move around by selecting icon locations on a map. Bring up the scan map of Cay Noir and you'll see places such as Datura, Graveyard, and Zombietown. The area marked 'AP Bullets' is where you'll find better ammo. You can pick up a variety of supplies for battle. Datura-coated bullets, Hanja Root (power) and Ju-Ju Sticks (special shielding powers against Black Magic Men) are other assets you'll find appearing on the map along the way.

To play *Corpse Killer* is like playing *Lethal Enforcers*. The interactive shooting sections scroll across a location from left to right with hordes of zombies appearing from any angle they wish. By use of light gun (Sega Menacer or Gamegun) or joypad, you've

CORPSE KILLER

THE ZOMBIES

There are several different types of zombies creeping up on you in various parts of the island...

DED BOYZ

These are members of a street gang famous for their murderous assaults on rival gangs and hapless tourists alike. Chris Marke is known to be a member of the Ded Boyz.

CULT KILLERS

Crazed hippies who made the front pages with their lurid, ritualistic killing spree. Colin Nightingale, Sega XS designer, fits the bill perfectly.

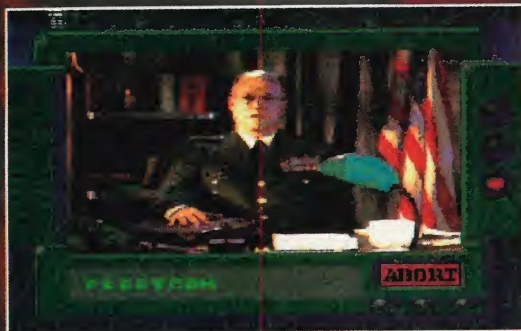
MERCENARIES

Former Death Squad members, these are the most together of the gangs. Hellman's elite force.

ELECTROPOSSE

Electrocuted mass murderers whose deeds forever stigmatised Texas towers, post offices, subway cars and fast-food restaurants. Phil King's fetish for a Big Mac gives away his identity as a member of the Electroposse.

The Fleetcom satellite broadcasts give you vital mission info.



This 'interactive movie' game even starts with film-style credits.



Instead of a joystick, you can use a light gun: either a Sega Menacer or American Lazer Games Gamegun.

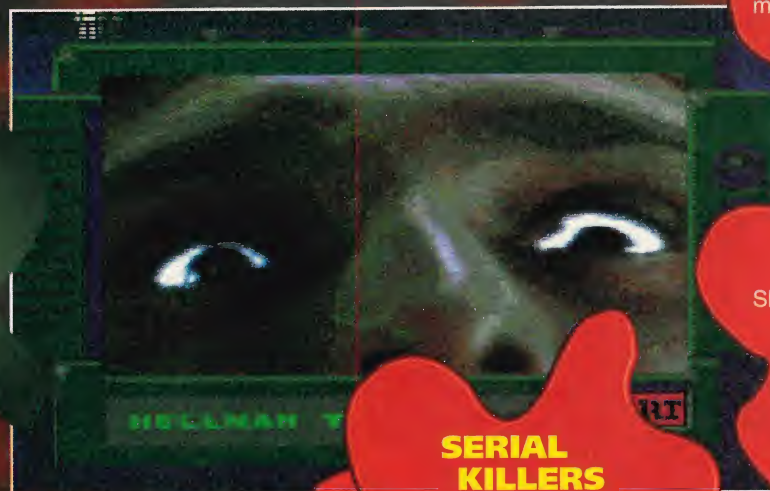
got to direct the cursor over the screen and shoot as many corpses as possible.

The FMV is slightly grainy, but still clear for the eye to take in all the gore! It's a shame each of the locations has you shooting the same old thing. Zombietown, The Graveyard, The Swamp... all these places are the same gameplay-wise.

The personalities of the zombies differ, which is fun. From the crazed hippy Cult Killers to tough Mercenaries, there's a challenge in using the information in your inventory to deal with the different kinds and understand them.

But the common FMV interaction limitations are soon evident with the repetitive zombie-shooting over and over again. It's explicit but all too much of the same thing. More playing and less of the watching would make you feel a lot better about £50 damage. If there was a *Corpse Killer* movie I'd probably buy it!

Mark "Gravedigger" Hill SP



RENEGADES

These unaffiliated derelict dead dudes roam around and may attack at any time.

SERIAL KILLERS

Normal-looking nerdy guys who just happen to make people disappear faster than you can say "eat your liver". Mark Pilkington is obviously one: not only does he object to break-fast, he too can make people disappear at an alarming rate.

BLACK MAGIC STRAWMEN

Shoot a zombie like this with an uncoated bullet and you'll lose health. Use Datura-coated bullets and protect your health with a Ju-Ju Stick!

THE SHADOWMEN

If a Shadowman is white when you shoot him, he'll suck up all the black magic around. If he's black then you'll lose health points.



As in most FMV games, there's a foxy lady: here it's the sexy journalist Julie.



Yipes! Make sure you blast these rotters before they get to you.

(Below) Later on, the map zooms in to offer four possible sectors to go to.



REAPERS

These exotic black-magic zombies with mud-encased heads carry large scythes. Use the Ju-Ju stick for protection. Ryan Butt's mud-encased head aroused suspicion that he was a right old Reaper.



DIGITAL PICTURES
£49.99
OUT: NOW



CD ACCESS:medium
PLAYERS:1
STAGES:n/a
SKILL LEVELS:3
FEATURES:save game
CONTACT:.....Video Game Centre
(0202) 527314

PROVIEW

PHIL ■■■■■

Not the best interactive movie I've every played, it's too samey.

CHRIS ■■■■■

There's too little adventuring and too much shooting for my liking.

MARK P ■■■■■

The Rasta bloke is very funny, but the shooting gets repetitive.

PROSCORE

GRAPHICS 80%

▲ Clear and interesting FMV footage to put you in a zombie-killing mood.

▼ Limited variety – the same old zombie sprites from scene to scene.

SOUND 87%

▲ Well-adapted, sinister CD music for the perfect horror adventure.

▲ *Corpse Killer* grabs your attention with the clear speech and sound FX.

GAMEPLAY 57%

▲ Easy to get into with lots of zombies to blow away and locations to see.

▼ Not enough variation. Many scenes use the same zombie sequences.

CHALLENGE 60%

▲ A tough one to complete, but worth finishing to see the end of the film.

▼ Once completed you'll find very little incentive to start again.

59%

A good movie but poor for interactive gameplay. The trouble is, you keep returning to the same zombie-shooting scenes.



Your little man can shoot in all eight directions. This is handy for shooting enemies on higher platforms.

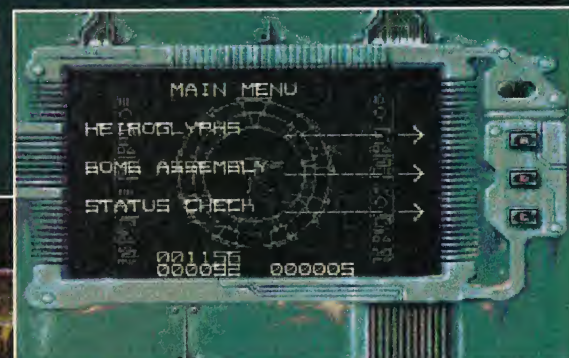


Throwing a grenade at most baddies will kill them straight away. Watch out, though, as they're limited.



Strange but true fact, number 28: in the real Stargate film, there is hardly a shot fired!

In the deep, dark caves and shooting away at anything you can see.



The status screen can be called up by a simple press of the START button.

Stargate the movie? Uh, say again? Apparently this is supposed to be one of the big movie releases of the year, but its release has been suspiciously quiet – I didn't even realise it was already showing at the local cinema!

This leaves *Stargate* the game with a hell of a lot of work. It's no secret that the majority of movie licences are just bought up so the game will sell by the sheer amount of hype generated by the film. Thus the games themselves are nearly always naff. Let's hope that's not the case this time around...



So, how do you go around converting a film licence into a game? Well, first of all, make it a platform game. Done that? Good. Platform games are the quickest and easiest genre to program because just about every other release on the market nowadays is a platformer. If you're a particularly unimaginative games designer, have a look at about five well-known games and simply borrow a few of their ideas.

Step two is to actually bother to watch the film. Sit through it at least, ooh, once and then loosely base some scenes in the game around events in the film – just calling some levels places from the film should

get you through this one. Think about adding a few intermission screens here and there so that the gamesplayer will be fooled into thinking that there is a bit of film-interaction involved in the game.

After that, call your main graphic artist over and tell him to draw the background with a particular theme. For instance, if a scene from the film is based in the desert, then all that you have to do is add plenty of sand scattered around the location. And in the case of an Egyptian temple? Easy: just use plenty of stonework and hieroglyphics in the backgrounds. Right, what's next?

Call the man in charge of the game's sound over, give him a tape of the movie's music and leave the poor devil to it. Don't worry, he's sure to

PROtip

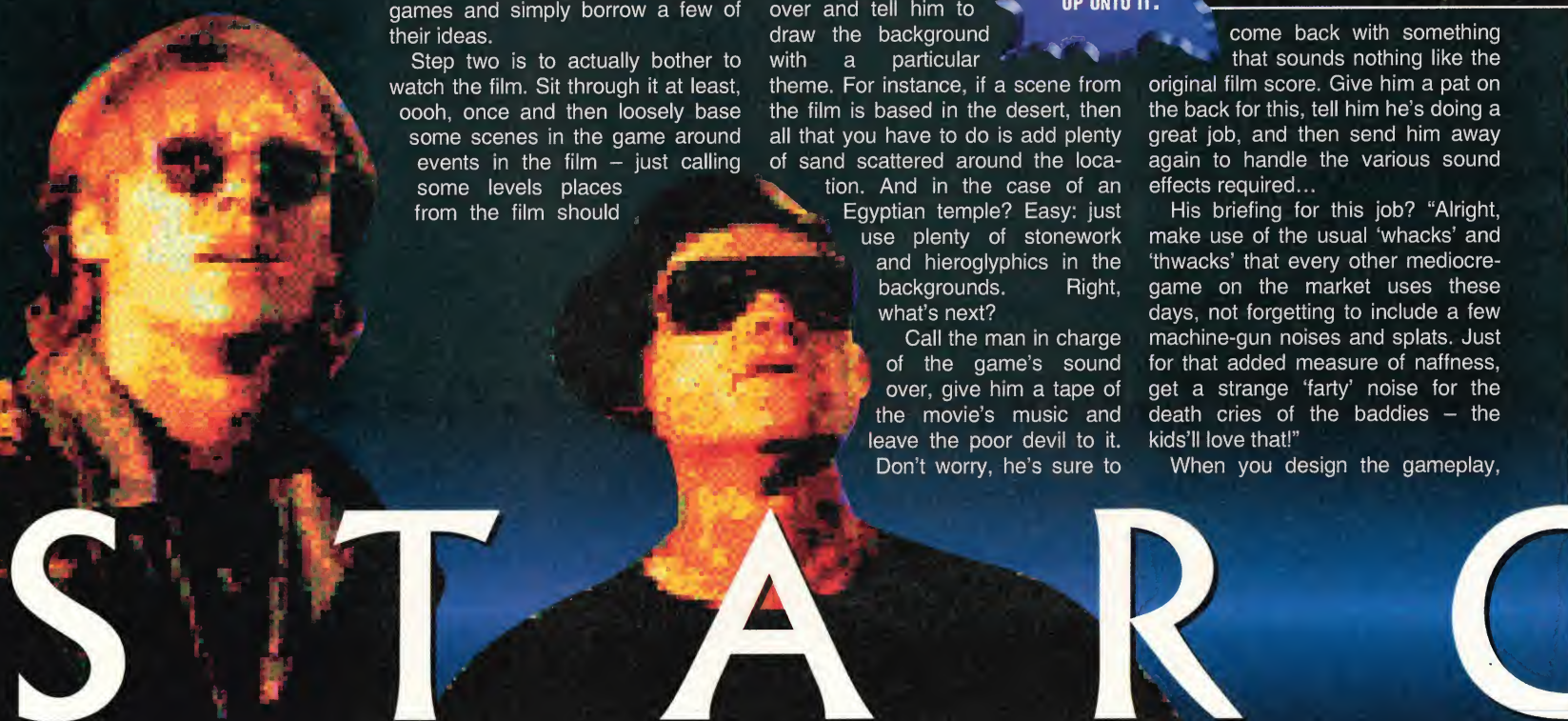
REMEMBER, YOU CAN HANG FROM PLATFORM EDGES AS LONG AS YOU LIKE AND FIRE ALL AROUND. MAKE SURE YOU SHOOT THE BADDIES ON THE PLATFORM BEFORE CLIMBING UP ONTO IT.



come back with something that sounds nothing like the original film score. Give him a pat on the back for this, tell him he's doing a great job, and then send him away again to handle the various sound effects required...

His briefing for this job? "Alright, make use of the usual 'whacks' and 'thwacks' that every other mediocre-game on the market uses these days, not forgetting to include a few machine-gun noises and splats. Just for that added measure of naffness, get a strange 'farty' noise for the death cries of the baddies – the kids'll love that!"

When you design the gameplay,



STARGATE



One of the intermission screens in the game. So, um, which one's Kurt Russell, then?



In the desert, things get hectic as you're attacked by giant creatures – gun 'em down.



Hanging onto a platform, you can still shoot.



In the caves, hazards are everywhere.



In the desert, and things are hotting up...



Your supply of grenades is limited, so make sure you pick up the extra ones.

be sure to include loads of power-ups and secret rooms. This will fool the gamesplayer into thinking that there's a lot more to this game than just the usual shooting and jumping action. Don't forget to get some sort of status screen in there as well, just to add to the illusion, eh? Oh, and don't bother with an options screen – it's too much effort, isn't it?

Playability? Heh, forget it! It's a movie licence, right? Well, in that case, why bother making the sucker playable? In fact, go out of your way to include as many annoying features as you can in the game. For example; when you kill a baddie, make sure that the player will get

hurt as he walks into the dead body. Not only will this frustrate the player to such a degree that he ends up throwing the cart out of the window, but it will also make the game quite difficult to complete – thus hiding the linear nature of the gameplay.

Once you've done all of this, you can quite happily release the game, safe in the knowledge that the movie hype will shift enough copies to justify your high wages. You can't lose... or can you?

Mark "Money Talks" Pilkington SP

...and here we are, in the temple, shooting away at everything that moves.



ACCLAIM
£44.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS:1
STAGES:12
SKILL LEVELS:1
FEATURES:none
CONTACT:.....Acclaim
(071) 3445000

PROview

PHIL ■■■■
The hero has a lot of moves, but one level is much like another.

CHRIS ■■■■
A fairly playable platform shoot-'em-up, although it lacks originality.

MARK H ■■■■
Not that bad, but there aren't really any highlights to the repetitive action.

PROscore

GRAPHICS 73%

- ▲ The main character is digitised from a real actor, and moves well.
- ▼ Humdrum backdrops. A strange choice of colours for some baddies.

SOUND 49%

- ▼ The sound effects throughout the game aren't up to scratch.
- ▼ The tunes grate after a while. Get ready to reach for that volume knob.

GAMEPLAY 70%

- ▲ If you're new to platform games, you'll probably enjoy this one.
- ▼ Hmmm, imaginative gameplay this ain't! Hardly any original ideas here.

CHALLENGE 60%

- ▲ If you've seen the film, you might want to see this through to the end.
- ▼ Too frustrating and samey for most normal, sane people...

64%

Another mediocre movie licence that lacks originality and therefore long-term interest. The GG puzzle version is more fun.

STAR GATE



GAME GEAR

Hey, huh-huh, huh-huh, hey, hey, huh-huh. A game with the two MTV cartoon stars in it. Cool! They're my favourites, always getting into trouble and sniggering at rude-sounding things. Best of all they make fun of those poncey pop stars trying to look hip in videos. Whoah! But the delinquent duo have a problem: they need a hundred big ones (that sounds sorta rude, huh-huh, huh-huh) to buy tickets for tonight's concert by the outrageous rock band GWAR. GWAR! GWAR! GWAR! They're cool...



An angry motorist lashes out at Butt-head as he collects coins in the road. Extra food can be bought from vending machines.



You can make the heroes hit each other on the bizarre game-over screen.

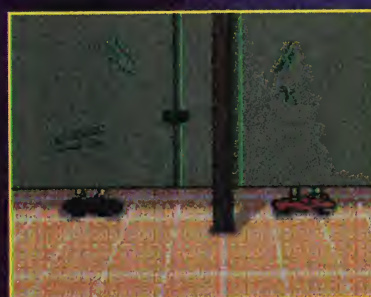


Well, this is a novelty: a platform game without any platforms. All you do in the six horizontally scrolling stages is jump over stationary and moving items on the ground, such as time bombs, bowling balls, rats and hospital trolleys. There are also a few things in the background to run or jump past, including vicious dogs and a guy in his underwear who flicks a towel at you. Huh-huh. That's about all there is to it, apart from collecting the food items and cash along the way. Food, such as fries, candy and pop, restores a point of your energy – however, eat too much and you'll see Beavis and Butt-head on the toilet, accompanied by grunting noises! Cool! Their energy is then reduced to three points. Dork!

BEAVIS AND BUTT-HEAD



Beavis and Butt-head take a running jump over a hole in the sidewalk. They have to watch out for bombs too.



Eat too much food and it comes out the other end in this hilarious toilet scene.

PROtip

WHEN YOU HAVE EIGHT POINTS OF ENERGY, DON'T EAT ANY MORE FOOD – IT'LL COME OUT THE OTHER END! ALSO, TRY PUSHING EVERY PIECE OF SCENERY TO SEE IF ANY MONEY COMES OUT.

Another cool bit is collecting the cash. As well as finding the odd coin lying around, you can push bits of the scenery to make money appear. You can also get it from cash-points and nick it from people's lockers. Sometimes only one of the characters can get the cash from a particular piece of scenery, so you can switch between them: although this seems the only point in doing so, as neither has any special abilities. Money can also be used to buy food from candy machines, but you'll need to save as much as possible. Reach the end of the fifth stage without \$100 and you won't be let into the final GWAR concert level – as I found to my cost, having to start again. So is this game cool? No, it sucks! The cartoon characters look pretty

good on the crystal screen, but the gameplay is unbelievably basic and repetitive. The only relief (huh-huh) comes from the odd bit of humour, such as the sniggering sampled comments from the heroes and the weird game-over screen where you can make them hit each other in a mud bath! After a few goes, the novelty value starts to wear off and you're left with a poor game which shouldn't take long to complete. Although a few of the obstacles are frustratingly difficult to avoid, most of the action's very simple. With the passwords, even Beavis could finish this. Finally, a word of warning for music lovers. The droning, beepy tunes in this game are appalling – even worse than some of the stuff on MTV!

Phil "Delinquent" King SP



VIACOM
£34.99
OUT: NOW



CART SIZE:4Mbit
PLAYERS:1
STAGES:6
SKILL LEVELS:2
FEATURES:passwords
CONTACT:Video Game Centre
(0202) 527314

PROview

MARK P ■■■■

The characters are quite funny at first, but the gameplay is tedious.

MARK H ■■■■

I can't believe how basic this is – there's so little to it and no challenge.

CHRIS ■■■■

After a few goes this seems like one sick joke. Even fans should avoid it.

PROscore

GRAPHICS **70%**

- ▲ It captures the simple style of the cartoons well, particularly the heroes.
- ▼ Scenery is sparse at times with simply animated background baddies.

SOUND **41%**

- ▲ The FX are passable and there are quite a few good speech samples.
- ▼ Those awful beepy tunes make other GG music sound like orchestral!

GAMEPLAY **48%**

- ▲ Initially amusing with nice touches such as eating too much food.
- ▼ Nothing to it. No exploration, no puzzles, just jumping over things.

CHALLENGE **40%**

- ▼ Although avoiding frustration, passwords make this too easy to complete.
- ▼ Once you finish it, you'll never ever want to play this dross again.

44%

A good laugh to start with, but it soon becomes apparent how basic and boring the action really is. This game sucks.



GAME GEAR

No you don't want to play like this, now do you? It's overflowed!

STARGATE

Ra, the space rogue, plans to add to his power by conquering still more resource-rich worlds until he controls the universe.

With a Stargate, Ra can colonise any planet. It's up to you, Daniel Jackson, to prevent this nasty Hitler-sort from enslaving the human inhabitants of his mining colonies. To shut each Stargate requires logic to crack the code by arranging hieroglyphs to match each of the preset addresses. All the Stargates must be closed in order to defeat Ra and destroy his despotic reign.

The intro tells you the story so far...



Win a Stargate and you get to choose the next on the grid. Lose to Ra and he'll choose the next for you.

A Stargate is an cylindrical gateway into which players must drop tiles with a symbol on each side. To control the Stargate requires assembling gate addresses. Each address consists of seven specific hieroglyphs (icon symbols) which can be assembled clockwise, anticlockwise or vertically. Tiles can be piled-up eight deep before overflowing the gate. If this happens then you've lost it to Ra.

Not to confuse the issue, *Stargate* is similar to *Tetris* in the fact that it's an addictive logic game where pieces fit into a container, in this case the well-like Stargate. The view is a kind of overhead 3-D effect – much like *Block-Out*. Instead of using blocks, tiles are placed. Stack identical symbols three-high and they disappear. That symbol making up part of the seven-symbol address across the top of the screen will then be eliminated. Clear all seven to go onto the next Stargate. Blank tiles can be put on a symbol as a duplicate. Triangular ones clear a whole

These 'wedge' tiles have a symbol on each side. Flip them, then drop them. Stack three to clear a piece of the address.

ProTip

LOOK OUT FOR THE TRIANGULAR SYMBOLS BECAUSE THESE CLEAR THE BIG STACKS OF TILE TRASH YOU DON'T WANT. THEY REDUCE YOUR CHANCES OF AN OVERFLOW AND BECOME ESSENTIAL ON LATER LEVELS.



The triangular tile you can see here will clear a whole stack of unwanted tiles below. Use them wisely.



SEGA
£29.99
OUT: JAN



CART SIZE:4Mbit
PLAYERS:2
STAGES:n/a
SKILL LEVELS:2
FEATURES:.....Gear link-up
CONTACT:.....Sega
(071) 3733000

PROview

PHIL ■■■■

This puzzle style suits the hand-held well. A better game than MD *Stargate*.

CHRIS ■■■■

A well-thought-out game, but it can get repetitive as it's all a bit samey.

MARK P ■■■■

It's all a bit baffling at first, but this is a puzzler to rival the best.

PROscore

GRAPHICS 79%

▲ A clever overhead 3-D effect as those tiles are dropped down.

▼ Apart from the Stargate screen there's little else worth talking about.

SOUND 72%

▲ Not bad ping ping music from the old GG as you place the tiles.

▼ Not much in the way of sound FX – this could do with a greater variety.

GAMEPLAY 86%

▲ Like *Tetris*, *Columns* and *Block-Out* this has a logically addictive quality.

▼ As each Stargate only increases in skill, the repetition can get tiring.

CHALLENGE 87%

▲ Defeating Ra starts off easy task but soon turns into mental mayhem!

▲ The two-player link-up is fun as the opponent can place tiles over yours!

84%

An addictive *Tetris* clone that's good for a rainy day. Just bear in mind that it can become repetitive if not played in small doses.



MEGA DRIVE

THE ADVENTURES OF MIGHTY MAX

At the start of the game, you can choose from two rooms in your house to explore.

Mighty Max. Who is he? What is he? And where does he come from? Well, Max the Mighty is a little blond-haired boy with a fetish for red baseball caps. He's a normal kid, really – well, he is unless you don't count the fact that he has been chosen by the Ancient Warriors to save the world from the evil hands of Skullmaster, that is. Originally starring in a top-rated children's cartoon series, Mighty Max takes his first steps towards superstardom with his first outing on the Mega Drive...



The player select screen gives you the chance to choose, erm, which player you wish to play as...

If puzzles, platforms and two-player modes are your kinda thing, then look no further! On paper, this game looks rather promising, but if you have a quick sneaky-peek at the final score (go on, who's going to know?), then you'll no doubt see that things didn't quite turn out like they were supposed to. So what went wrong?

Quite a lot really, but before I go into details, let me first tell you a bit about the gameplay. Controlling either Mighty Max or his two assistants, Felix and Bea, it is your task to wander around the five levels collecting weapon pieces and then throwing them into special portals, before jumping through the portal yourself to complete the level. You can move the weapon pieces around the levels towards the portals by either pushing them or carrying them around with you. The problems start when you have to move the objects onto a higher platform – you'll have to trigger moving

platforms to shift them for you (remember, you can't jump while carrying the weapons!).

You can either play this game alone or with a pal: in two-player mode, the screen is split, giving each player his own view of the action. The two-player mode introduces the important aspect of teamwork – you'll find

that you can complete a level much quicker than before with the cooperation of someone else. There is also a strong puzzle element in the game, a good example being the see-saw in the Space level. As I said before, on paper this game looks rather promising...

Unfortunately, the main sprite has a distinctly 8-bit feel to it – not just in the way it's drawn, but in the amount of animation frames as well. You could almost be forgiven for thinking that Mighty Max was skating along on ice! The backgrounds for each level, too, seem rather blocky. But as well as this, they also seem to repeat themselves a bit too often for my liking.

PROTIP

IN TWO-PLAYER MODE, REMEMBER THAT COOPERATION IS THE KEY TO SUCCESS. WORKING AS A TEAM TO GET THE TASK DONE WILL MAKE THE LEVELS MUCH EASIER TO COMPLETE.

Animals reduce your energy on contact. Shoot them or crush them with rocks.

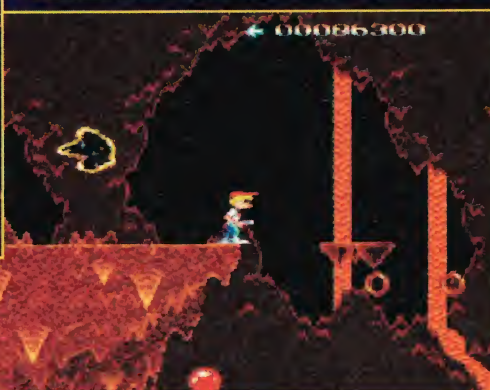
Mighty Max can carry items around but must throw them up onto higher platforms.

Collecting bonus jewels results in you gaining more points than you ever thought possible.





Enemies a-plenty inhabit the volcano level – how many can you spot?



Once you've chucked the weapon bits in the portal, jump into it yourself to reach the next level.

Whilst I'm putting down the game's graphics, I might as well say that the colours on each level aren't varied enough: the Volcano level, for example, is very red and nothing much more besides.

Soundwise, the various tunes – to their credit – are very true to the original cartoon's. As for the sound effects? Comparisons to a prehistoric fruit machine spring to mind – it's all bleeps and pings to me!

So now onto the playability. What playability? I've had more playability from making a cup of tea! Mighty Max (or whatever character you're controlling), seems to walk along at a snail's pace, but as soon as you decide to make the little chap jump, then he rockets up into the stratosphere like a thing possessed. Something slightly

wrong there? Yes. I thought so too...

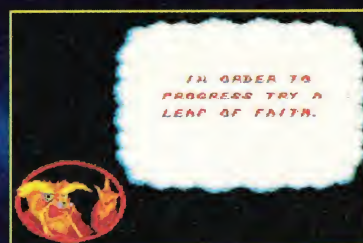
Another bad point is when you spend literally ages and ages trying to get one of the weapons to a certain point in the game, make a mistake and then having to redo the whole process again. Frustrating, I can tell you!

The game does, of course, have some high points (such as some smooth scrolling) but these are too few and far between to affect the overall score. A mediocre cartoon conversion which I'll recommend giving a miss.

Mark "Toy Boy?"

Pilkington SP

To complete each level, you must throw all of the weapon pieces into portals.



Helpful hints (not unlike this one, in fact!) appear occasionally from level to level.

Collect rings and gems for bonus points as you explore each scrolling level.



SONY
£44.99
OUT: NOW



CART SIZE:.....16Mbit
PLAYERS:2
STAGES:5
SKILL LEVELS:2
FEATURES:continues
CONTACT:.....Sony
(071) 9118700

PROVIEW

PHIL ■■■■

The gameplay is very laborious: carting objects around soon gets boring.

MARK H ■■■■

Completely lacking excitement. Even the two-player mode is dull.

CHRIS ■■■■

What's here is okay, but it's like playing the same level again and again.

PROSCORE

GRAPHICS **62%**

▲ To its credit, Mighty Max sports some colourful graphics.

▼ In terms of animation and blockiness, it's all a bit of a letdown.

SOUND **53%**

▲ Tunes that stick true enough to the original cartoon series.

▼ Sound FX are really shoddy. Didn't my old C64 sound like this?

GAMEPLAY **57%**

▲ The gameplay is quick and easy enough to pick up almost instantly.

▼ Levels are very similar, with lots of laborious object moving.

CHALLENGE **60%**

▲ Completing this game will prove to be a tough task for any player.

▼ With such samey gameplay, most people won't want to bother.

58%

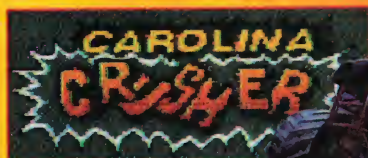
Too expensive for what it is: just a mediocre platformer with a severe lack of excitement and variety.



Monster Truck Wars, eh? Now there's a sport and a half! Huge mothers of pick-up trucks battling each other whilst they crush seven stars out of broken Skodas and Robin Reliants – yeah, this is where it's at. Hang on, this kind of thing happens on the M25 every day! Maybe Acclaim should rename this new game, M25 Truck Wars... (or, erm, not as the case may be!)

THE CHUCK WAGONS!

There are six different trucks to race around in. So there!



The best car to crush the competition with.



One of the fastest trucks around.



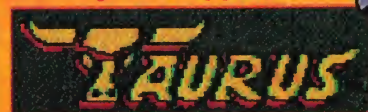
A good truck when it gets going.



Good tyre grips.



A good driving instinct is needed to get this thing going.



This truck will usually come out on top in races.



Hey, now we're racing, baby!

Monster Truck Wars is a sport which has limited appeal to most people in Britain. It's an American thang, y'see. In fact, in the US, thousands and thousands of spectators pile into the stadiums every week to watch their 'hero' trucks chugging around with each other. What are 'hero' trucks? Well, believe it or not, every vehicle has its own particular name! We've all heard of Big Foot, right? Well, that particular truck isn't in this game, but Grave Digger, Invader and Predator are!

Taking the *Micro Machines* and *Powerdrive* viewpoint of things (ie overhead), *Monster Truck Wars* has hopes to better both of these classics. You have a choice of trucks to drive around in (see box) which all have different handling capabilities.

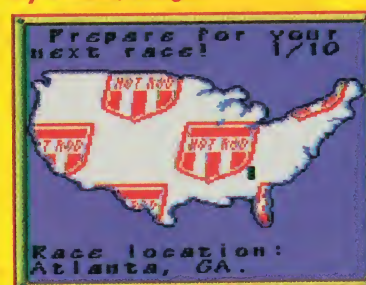
Before you actually start the race proper, you'll



Check just how damaged your car is with this handy-dandy screen!



Right at the back of the grid. I still fancy my chances, though.



Before each race, you're given a map of America to look at. Cor!

PROTIP

UPGRADE YOUR TYRES AS SOON AS YOU CAN, OR YOU'LL BE SLIDING ALL OVER THE PLACE IN THE MUD. LEARN TO CONTROL YOUR SPEED – A WELL-TIMED NITRO DOES WONDERS.

have to qualify first by setting a fast enough lap time. Each twisty dirt track has hills to jump over, cars to run over, and obstacles such as mud and water. In the main race, you find yourself up against three other drivers – although I'm told this never happens in the real sport! Manage to win this and you'll get a nice money bonus which you can spend on repairing and upgrading your truck.

In terms of graphics and sound, this game is all right. The scrolling track as you drive around is as smooth as you could have wished for. You can see each car clearly and I had no problems with the graphics as a whole.

The same can be said for the sound too, with a soft rock soundtrack kicking off the game. Sound effects? Nope, forget them. They sound like something from an Acorn game like *Frogger* or something. A miss there...

All in all, with ten races to offer and six different trucks to control, we have a decent overhead racer on our hands. It's okay, but personally I'd stick with *Micro Machines*...

Mark "Foot To The Floor" Pilkington



ACCLAIM
£29.99
OUT: NOW



CART SIZE:4Mbit
PLAYERS:1
STAGES:10
SKILL LEVELS:3
FEATURES:continues
CONTACT:.....Acclaim
(071) 3445000

PROVIEW

PHIL ■■■■

Nothing like the real thing – there should be lots more car crushing!

MARK H ■■■■

Okay for a few goes, though nowhere near as good as *Micro Machines*.

CHRIS ■■■■

An average overhead racer that's fairly playable for a while.

PROSCORE

GRAPHICS **74%**

▲ Nice scrolling and colourful tracks make this game a bit of a looker.

▼ The screen slows down chronically when things get cluttered up.

SOUND **58%**

▲ Rocking tunes complement the action perfectly.

▼ The primitive sound effects are chronic. Shoddy stuff, Acclaim.

GAMEPLAY **62%**

▲ Initially this game seems to have all the playability of *Micro Machines*...

▼ ... but after a few more goes, it all becomes slightly tedious, really.

CHALLENGE **69%**

▲ This is a generally challenging game, depending on your racing rival.

▼ Thanks to the infinite continues, it will all be over sooner than you think.

65%

Not a bad attempt at a *Micro Machines* clone. Uh, but not that great either with none of the crushing impact of the real sport.

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I enclose a total of £.....



MEGA DRIVE

After a penalty or icing call, the referee restarts play with a face-off in one of these circles.

These blue lines are used for the offside rule. When attacking, the puck must cross the line before any of the players.

BRETT HULL HOCKEY '95

Puck this keeper – Whaaacck! Smash! Thump! This is one of the world's most physical games. Anyone to tell you otherwise should feel the impact of a perspex crush. EA's *NHL* captured the sport's pace and literal hard-hitting slapstick action extremely well; hence the marketing ploy to update the series once a year. Accolade, by all accounts rookies at producing sports ranges, have carved out their own hockey title endorsed by Brett Hull. It's *Hull vs NHL* – is there a contest or will the *NHL* have Accolade's face wiped in the ice?

Fans will love the way Accolade have presented *Brett Hull Hockey '95*. Still-photo action snaps give this the professional sheen, showing off all those important ice-hockey options and statistics. All the *NHL* teams are included to keep supporters happy, not to mention the sampled speech commentary from the 'eat your heart out, John Madden' TV presenter, Al Michaels. The similarity to EA's presentation style is unmistakable. But like EA, can they raise the red curtain for the climax?

After deciding on an Exhibition, Playoff or Season match, the isometric ice rink that greets you is designed to exploit the action sequences better than an overhead view. Like *FIFA*'s perspective, Accolade include tooth-and-nail sprite animation in the hope that the professional touch can crown the general eight-directional gameplay mechanics of this passing team sport.

But sadly the professional touch never gets to shine. The sprites are stiff. I know what it's like to have backache – these *NHL* players must be going through hell! Playing with Calgary it's like playing the action replay. And then all of a sudden a horrible nightmare flashes back of Accolade's *Pelé* and the awkward

sprite control this footy sim suffered then. No more Just Brazils for me this Christmas!

If it's skilful stick control and hard-hitting puck drills to the keeper you are looking for, then you won't find help at this ice rink. Although it's possible to move, despite the players Mummy's Boy postures, a shot at goal is as riveting as a shot at the National Lottery.

The only highlight is when you score. For a moment the atmosphere is not so dire as players celebrate together and the crowd raise their croaky voices. The siren spins with a 'Weeeeeeeeeeeee', and the pleasant organ music starts up once again. Then the carnival is over, as is your ability to stand yet another period.

A common symptom of too much *Brett Hull* will be the cramp in your thumbs through rage and frustration:

PROTip

PASS THE PUCK AROUND AS MUCH AS POSSIBLE TO OPEN UP CLEARER SCORING OPPORTUNITIES. ON THE OTHER HAND YOU COULD JUST SHOOT FOR GOAL – SOMETIMES IT JUST GOES IN!



It's difficult to cope with the slow speed of *Brett Hull* – often the build-up to a goal is a painful process!

There's simply no pace or glamour in this at all. Like swimming through Golden Syrup, the whole affair is a real uphill struggle. No matter how hard you'll try to convince yourself this gets better, once you've mastered the skating, in truth it's wiped in the ice by *NHL Hockey*.

The shoulder-padding of options to change your players' attributes, pick a strong team, save seasons and read the report in the paper

SPORTS PAGE

HOCKEY

WESTERN CONFERENCE

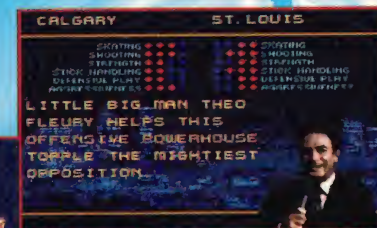
WEST COAST DIVISION	GP	W	L	T	PTS
BUFFALO	000000				
SAN JOSE	000000				
VANCOUVER	000000				
LOS ANGELES	000000				
CALGARY	000000				
EDMONTON	000000				

CENTRAL DIVISION

GP	W	L	T	PTS
DALLAS	000000			
MONTREAL	000000			
DETROIT	000000			
CHICAGO	000000			
ST. LOUIS	000000			
TORONTO	000000			

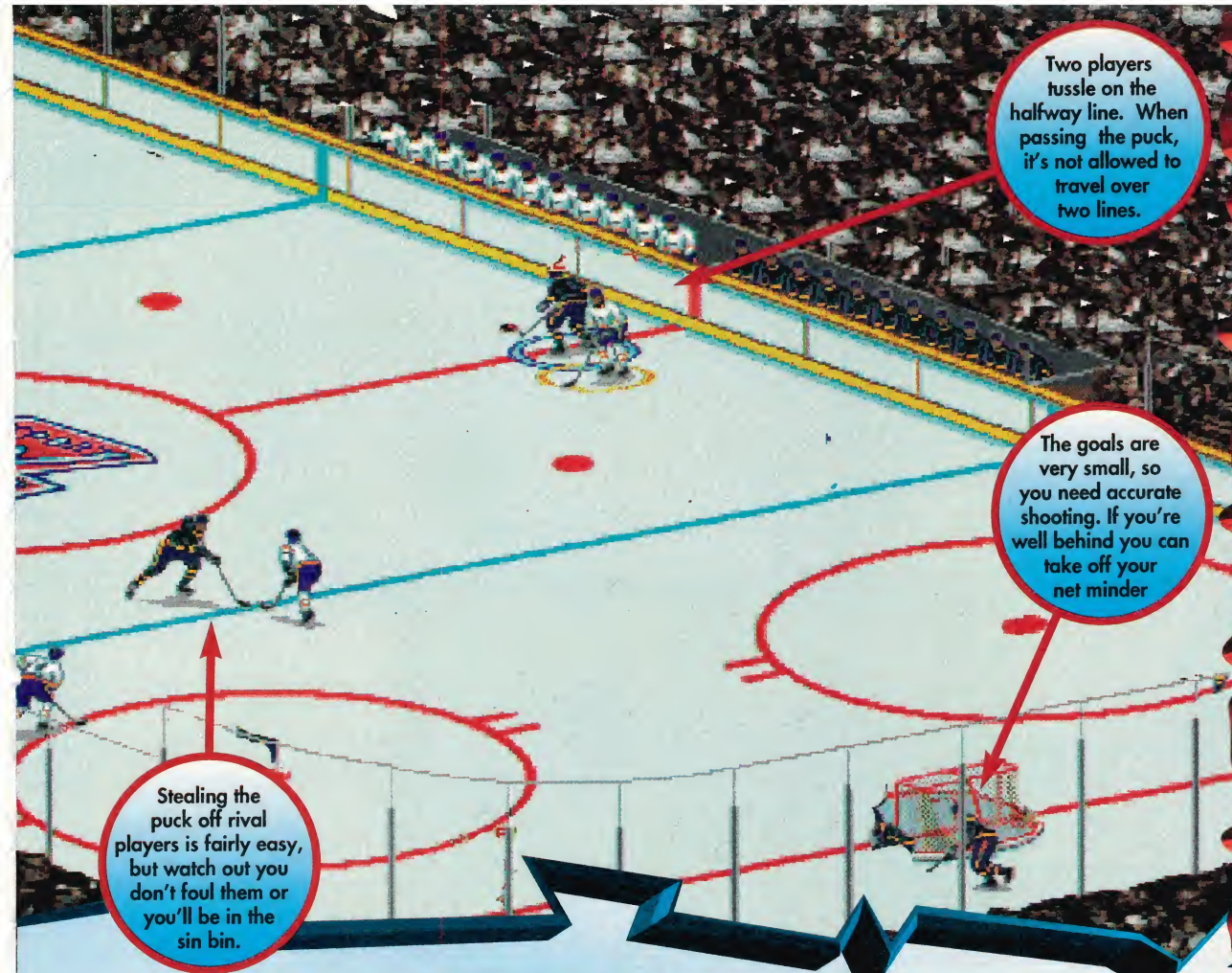
EASTERN CONFERENCE

Read all about it! Read all about it! Not much in the way of headlines, but a smart way of showing results from other titles.



Skating, strength, stick handling, defensive play and aggressiveness are rated for each team.

Check the stats of the teams. As usual, there are some All-Star sides.



Two players tussle on the halfway line. When passing the puck, it's not allowed to travel over two lines.

The goals are very small, so you need accurate shooting. If you're well behind you can take off your net minder

Stealing the puck off rival players is fairly easy, but watch out you don't foul them or you'll be in the sin bin.

(such joy!) can't hide the weak body. Brett Hull will suffer the same loss of street cred as Pelé must have – endorsing such a naff game.

Powerhouse, Strength and Stick-Handling are the kind of words from the options screens that prepare you for a brutal match, but when it comes down to the crunch this has about as much brutality as a fairy-cake at war with a killer whale. Avoid *Brett Hull* and go for the real NHL experience EA have to offer.

Mark "Chilled" Hill SP



The team raise their arms in celebration of a goal as the siren sounds out and the crowd attempt to roar.

The offside ruling can frustrate with frequent stops and starts in what is already a slow game.



The start of a match with a fifty-fifty face-off on the halfway line. The sprites look okay when they are still.

ROSTER - East All Stars (B) Goalie: All Stars (B) Goalies

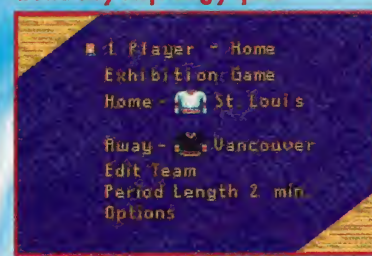
#	Player	POS	HAND	SKATING	SHOT	STRENGTH	STK	SHDL	DEFENSE	AGGRESS
2	A. MACINNIS	LD	L	68	89	79	85	89	89	66
3	G. GALLEY	RD	L	78	73	68	81	84	44	
4	S. STEVENS	LD	L	75	70	68	67	80	36	
5	B. LEETCH	LD	L	84	80	79	80	86	42	
7	J. MULLEN	RW	L	86	82	76	84	70	34	
8	M. RECCHI	RW	L	82	85	76	86	74	52	
9	A. GRAVES	LW	L	78	89	86	71	74	60	
10	G. SANDERSON	LW	L	84	88	92	76	68	58	
11	M. MESSIER	C	L	92	88	92	76	58	58	
12	A. ORTES	C	R	82	88	72	94	80	52	
17	P. TURGEON	LW	L	86	82	76	84	70	34	
18	J. SAKIC	C	L	90	84	77	85	70	36	
19	B. BRADLEY	C	R	82	84	71	76	68	43	
20	A. YASHIN	RW	L	91	87	58	89	84	37	
22	B. KUDELSKI	LW	R	85	82	76	79	70	58	
34	A. IAFRATE	LD	L	72	96	79	69	84	53	
55	L. MURPHY	RD	L	72	72	79	69	73	53	
56	J. JAGA	RW	L	93	78	76	83	69	40	
77	A. BOURQUE	RD	L	85	94	91	87	96	52	
88	E. LINDROS	C	L	92	86	94	89	72	60	
89	A. MOGILNY	LW	L	88	96	74	84	67	45	

CHECK YOUR PLAYERS

The Team Roster is where things start to get technical. Be careful not to become to technically minded.



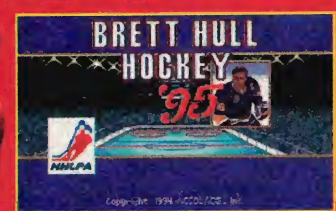
Dallas take a shot at goal in desperation to get back on level terms. The crowd stay surprisingly quiet.



Choose the game mode and teams on the main menu.



ACCOLADE
£39.99
OUT: FEB



CART SIZE:.....16Mbit
PLAYERS:2
STAGES:n/a
SKILL LEVELS:n/a
FEATURES:.....sampled speech commentary
CONTACT:.....Accolade (081) 7889200

PROVIEW

PHIL ■■■■

Player intelligence is poor, resulting in lots of needless offsides.

MARK P ■■■■

The action lacks the skill and excitement of EA's NHL series.

CHRIS ■■■■

A nice view of the rink, but the gameplay is severely lacking.

PROSCORE

GRAPHICS 52%

▲ First-class presentation screens – some of photo-quality standard.

▼ The hockey sprites move as if staggering back from the local boozer.

SOUND 75%

▲ The sampled-speech commentary and presentation music is very good.

▼ Stuttering crowd roars are rough and irritating.

GAMEPLAY 47%

▼ It's like playing in slow-motion with ragged controls and limp sprites.

▼ Essentially this fails to reflect on the professional game.

CHALLENGE 38%

▼ When the gameplay is poor, so is your enthusiasm to win anything.

▼ Even in two-player mode it's difficult showing any real interest.

45%

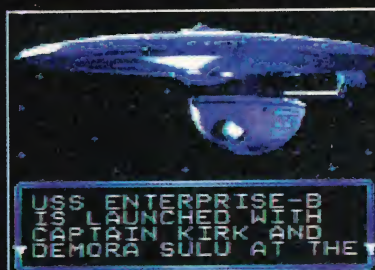
A ragged attempt at an ice-hockey title with gameplay lacking pace, flair and convincing control. *Brett Hull* is 'bretter left hullone!'



GAME GEAR

This sounds like a Trekkie's dream as you join both the original and Next Generation Star Trek crews in deep space, battling with alien ships and saving innocent people. It's a licence of the upcoming movie (released Feb 11) where the villain, played by ace British actor Malcolm MacDowell, aims to achieve immortality – killing billions of people in the process. By flying through a Nexus wormhole, the two Star Trek crews from different times can join forces and defeat this scoundrel. What a great idea for a movie, but how's about the game?

STAR TREK GENERATIONS BEYOND THE NEXUS



A nice shot of the USS Enterprise launching into another mission.



Locate enemy ships on the radar.

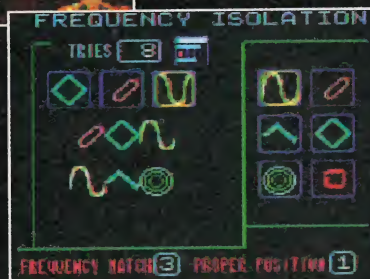


THE ENTER-
PRISE IS
DISCOVERED
A ROOM OF
THE
MUST BE
ORDERED
POINT OF
ORIGIN.



The brains of the crew, Chekov prepares to solve a puzzle section.

The Mastermind-style puzzle bit. Use different wave types and pure logic to crack the code.



ships which are about as dangerous as a couple of houseflies – there's never any danger of your shield power being reduced to zero.

The only trouble is that the enemies take a hell of a lot of phaser shots to destroy, so you spend ages laboriously following them across the horizon and blasting when they come into range. Occasionally you might lose sight of them and then it's an annoying search through space to find them again. The pointless radar screen doesn't help much here.

Eventually knock out both ships (yawn) and you get to play a puzzle section. Here Chekov has to decode radio signals to locate some ships in trouble. This is achieved in a logic puzzle very similar to the old Mastermind board game.

You place any of six wave types in the three spaces and are then told how many are correct and how many are in the right position. Unfortunately it's all way too easy and I often solved the code within three attempts (you're given ten).

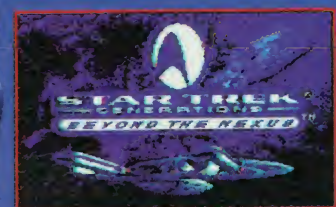
The game suddenly soars in difficulty on the next stage, though. Back in space, you have to fly through a series of squares to reach the endangered ships. On-screen arrows tell you which way the next square is, but miss just a couple and it's instant 'game over'!

After another puzzle stage you're given a password, and the game continues predictably with more simple 3-D and overhead-view blasting and puzzle sections. Later on you meet the Next Generation crew, but quite frankly I didn't have the patience to keep playing – I felt more like boldly shooting this dull and annoying game into deepest space.

Phil "Enterprise" King



ABSOLUTE
£34.99
OUT: NOW



CART SIZE:4Mbit
PLAYERS:1
STAGES:20
SKILL LEVELS:1
FEATURES:passwords
CONTACT:Video Game Centre
(0202) 527314

PROVIEW

MARK P

Please don't make me play this awful game again. Wibble!

CHRIS

Another disappointing Star Trek licence, this is all a bit naff.

MARK H

Even hardened Trekkies will find this disappointingly dull.

PROSCORE

GRAPHICS 43%

▲ Some nice stills of the characters and Enterprise between stages.

▼ Minimalistic space scenes with lots of stars and not much else.

SOUND 60%

▲ Reasonable theme tune and Star Trek bleeps and wibbles.

▼ Not much else to please Spock's ears apart from simple blasting FX.

GAMEPLAY 35%

▼ The 3-D blasting stages are mind-numbingly laborious.

▼ Dodgy difficulty level: mostly way too easy, sometimes too hard.

CHALLENGE 40%

▲ 20 sections to play through, with passwords given along the way.

▼ With such dull gameplay there's little incentive to carry on.

37%

Warning! Red Alert! Dodgy movie licence in area. Activate shields. Do not buy. In fact, go to Warp Speed 9 to avoid it.

GRAB THOSE ISSUES YOU MIGHT HAVE MISSED!

BACK ISSUES

Please note Issues 1, 2, 3, 4, 8, 14, 20, 31 and 32 are sold out



ISSUE 30 £2.75
A new look this month and yet another freebie – this time a cable winder for your joyed. But the main story was the first in-depth look at the Saturn, an exclusive first look at Another World II on CD and an exclusive squint at the mighty Mortal Kombat on the Mega CD! With games like these it's no wonder we're the best!



ISSUE 31 £2.75
There's no messing around this month as we bring you our best-ever tips guide, ProTips Unlimited, compiled by top tipster... someone him... the world's exclusive look at Space Ace, as well as in-depth glances at RBI '94 and Jimmy White's Whirlwind Snooker.



ISSUE 32 £2.50
More exclusives than you can shake a very long stick at, with the first in-depth looks at The Hulk and Virtual Bart, exclusive review of Beavis and Butt-Head, Ryan Giggs's Champions, and to round it off, an exclusive look at Argonaut's and Psygnosis's new Saturn games! Sometimes even we wonder how we do it.



ISSUE 33 £2.50
An amazing world exclusive this month as we become the first magazine to take a look at David Perry's stunning new platform game, Earthworm Jim. Plus, we have the latest ECTS gossip, tons of stuff from Psygnosis and Virgin and the first reviews of Wing Commander CD and GP Rider GG. It's too good to be true...



ISSUE 34 £2.50
Probably our best issue ever as we exclusively unveil Rock 'n' Roll Racing, Super Street Fighter II, Micro Machines 2, OutRunners, FIFA International Soccer CD and Sensi Soccer CD! Also this month – free stickers and a free Mortal Kombat comic! Some-times we amaze even ourselves...



ISSUE 35 £2.75
Let us tell you about some games this month... How about Mortal Kombat II, or the first review of Super Street Fighter II, or the first list of Mega Drive 32 releases and specs of the new machine itself. Or even the first info on Sonic and Knuckles. When it comes to the latest Sega info, we think you know what we're trying to say...



ISSUE 36 £2.75
What an action-packed issue. There's an exclusive first look at Spider-Man: Maximum Carnage, plus exclusive previews of Putty Squad (MD), Kawasaki Superbikes (MD & GG) and Lemmings 2 (MS & GG). Mortal Kombat II gets reviewed on MD and GG – decorate your T-shirt with our special MKII Iron-on transfer!



ISSUE 37 £2.50
A truly outstanding issue. There's an amazing world exclusive 16-page supplement and review of FIFA Soccer '95, plus exclusive features on Powerdrive (MD) and Mickey Mania (MD). Add to that a massive review section, including NHL '95 (MD), Mega Race (CD) and Baltz (MD) and it's clear why we're number one!



ISSUE 38 £2.50
An exclusive 16-page guide to Earthworm Jim accompanies this blockbuster issue – and there's a full review of the game inside. We roar ahead with a special feature on Disney's The Lion King, plus exclusive previews of Nigel Mansell's IndyCar (MD) and Novastorm (CD), and a world exclusive review of NBA Jam on Mega-CD.



ISSUE 39 £2.50
The latest games are ripped apart in our 84-page tips book. Inside the mag we have an exclusive preview of EA's Road Rash III, and previews of 32X games Doom, Star Wars Arcade and Virtua Racing Deluxe. We also review The Lion King (MD & MS), Micro Machines 2 (MD), FIFA Soccer (GG) Lemmings 2 (MD) and many more.



ISSUE 40 £2.95
Don't miss our fab cover-mounted Sonic & Knuckles water bottle! Inside we exclusively reveal Sega's new platform hero Ristar in a massive six-page preview feature. We also preview three Saturn games, plus Cosmic Carnage on the 32X. A Santa-sackful of reviews include 32X Doom, Virtua Racing Deluxe, and Star Wars Arcade.



ISSUE 41 £2.75
To greet the New Year, our cover-mounted 68-page Guide To '95 tells you all about the upcoming games for the year ahead. Inside the mag, we have the first Saturn reviews ever: of Virtua Fighter and Gale Racer. Plus exclusive reviews of Samurai Shodown and Ristar on MD, Cosmic Carnage on 32X, and many more.

We still have a few copies of the early issues of SEGAPro available. Order any two of these issues 5, 6, 7, 9, 10, 11, 12, 13, 15, 16 for the bargain price of £2. Ring Karen on 01202 780578 and order now to get your copies.

Grab your copy of SEGAPro CD with a fully playable CD demo! (Please note that the editorial content is identical to that in the normal SEGAPro.)



ISSUE 1 £4.99
For a first issue we needed something special and boy did we get it! Check out the exclusive playable demo of JVC's fast-paced thriller, Rebel Assault, plus an eight-page supplement! Add to this a host of top exclusives, including FIFA Soccer '95 (MD), for an unforgettable experience!



ISSUE 2 £4.99
One of the best disc demos ever lets you play three stages of Psygnosis's new 3-D blaster Novastorm – with an exclusive preview of the game inside the mag. Plus all the excellent editorial features from SEGAPro #38, including a world exclusive review of NBA Jam CD and first review of Core's eagerly awaited Soulstar (CD).



ISSUE 3 £4.99
This month's Mega-CD demo lets you play a level of JVC's wacky shoot-'em-up Keio Flying Squadron. Inside the mag there's an exclusive review of Novastorm and a preview of World Cup Golf on CD. Plus an exclusive preview of Road Rash III, and first previews of 32X games Doom, Star Wars Arcade and Virtua Racing Deluxe.



ISSUE 4 £4.99
Be a cartoon star in our stunning Mickey Mania playable CD demo (identical to the one on Mega Power #17), read our review inside, and check out our full solution! We also review Snatcher and Another World 2 sequel Heart Of The Alien on CD. Plus reviews of 32X Doom, Virtua Racing Deluxe and Star Wars Arcade.



ISSUE 5 £5.99
It's double the fun with TWO cover-mounted demo discs! Try out both Pitfall and BC Racers and read the reviews inside. We also review Revengers Of Vengeance on CD – plus Virtua Fighter and Gale Racer on Saturn; Cosmic Carnage, After Burner and Space Harrier on 32X; and Samurai Shodown and Ristar exclusives on MD.

BACK ISSUES ORDER FORM

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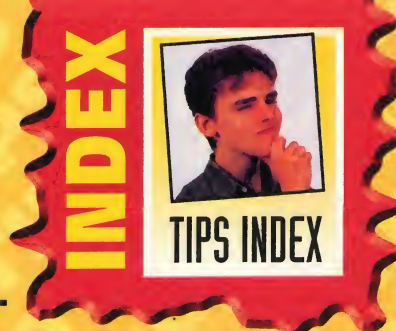


ON SALE NOVEMBER 24!



Every month, I sit down in front of my computer and rack my brains for something imaginative, witty and catchy to say in this little paragraph here. I haven't yet succeeded in doing this, so I've decided it's time for a fresh approach - I'm going to write nothing at all.

... nah, it'll never work! Read on for tips, people...



PROTIPS

GAMES: TOGETHER, WE'LL CRACK THEM!

Alright punk, send all the tips you have to this address: HEY MARK - OPEN THIS LETTER!, PARAGON PUBLISHING, DURHAM HOUSE, 124 OLD CHRISTCHURCH RD, BOURNEMOUTH BH1 1NF.

TIPS? YOU KNOW WHERE I'M COMING FROM!

So, you want to know what tips you can send in? Well, it's up to you really, but seeing as there's a prize on offer every month, it's best to make them a bit special. Passwords, tips, cheats and solutions are all prize-worthy. Solutions are where you're most likely to stand a chance of winning something, so get on the case!

VIRGIN PRIZES

This month those generous folks at Virgin have decided to celebrate the release of the brilliant *Cannon Fodder* (read the final part of the solution this issue!) by giving away goodie bags to all our best tipsters. We'll have some equally excellent prizes on offer next month, so keep on sending those tips in.



Slice your opponents with our six-page guide to Sega's new beat-'em-up70

CANNON FODDER

The second and final part of our solution to Sensible's wacky shoot-'em-up76

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MORTAL KOMBAT II

COMBO GUIDE

Gareth Jones from Oxford was 'a bit disappointed' by the Mortal Kombat tips that I printed in last issue. Apparently, the various combos don't work. So, putting his money where his mouth is,

Gareth's only gone and sent in his own MKII combo guide...

The Basic Combo

This is a Deep Kick followed by a special move. For this to work your feet must hit the ground as your opponent is in the air. Too early and the special will not hit. Too late and the kick will miss. Start the special move as soon as the kick goes in (or just before). The Basic combo can be done with a

Cross Up Kick too.

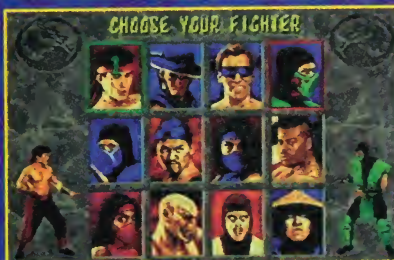
Defensive Juggling

These combos are done when the enemy jumps in towards you. The best way to achieve this is to do a Low Sweep then jump back as your opponent rises. He should jump after you. Move forward a couple of steps then unleash a combo. The object is to juggle them with a couple of High Punches then start the special move.

Corner Combos

These are the hardest to do but the most lethal. They consist of a Deep Kick, Punch then special move. The timing is critical: don't press the punches wildly. The only way to learn these is to practise on your own and work out the timing of the animations.

To access the Test Mode enter Left, Down, Left, Right, Down, Right, Left, Left, Right, Right on the 'Done' of the option screen and a new option will appear. Select 'No Damage Player 2' and choose the 2 Player option to practise those combos.



SCORPION

Basic

- 1) Deep Kick, Spear, Uppercut.
- 2) Deep Kick, Leg Grab.

Defensive

- 1) Two High Punches, Teleport, Spear, Uppercut.
- 2) Two High Punches, Spear, Uppercut.

Corner

- 1) Deep Kick, High Punch, Spear, Uppercut.
- 2) Deep Kick, High Punch, Leg Grab.
- 3) Deep Kick, Uppercut.

Other

- 1) Cross Up Kick, Teleport, Spear, Uppercut.
- 2) Jumping Up Kick, Block.
- 3) If jumping forward or back, use Punch then Midair Throw.

SUB-ZERO

Basic

- 1) Deep Kick, Slide.
- 2) Deep Kick, Freeze.

Defensive

- 1) Two High Punches, Freeze.
- 2) Deep Kick, Slide.
- 3) High Punch, Jumping Kick (towards), Slide.

Corner

- 1) Deep Kick, High Punch, Slide.
- 2) Deep Kick, High Punch, Freeze.
- 3) Deep Kick, Uppercut.

Other

- 1) Deep Kick, Sweep, Ground Freeze, Uppercut.
- 2) Deep Kick, Freeze, Deep Kick, Sweep, Ground Freeze, Uppercut.

REPTILE

Basic

- 1) Deep Kick, Acid Spit.
- 2) Deep Kick, Slide.
- 3) Deep Kick, Force Ball.

Defensive

- 1) Two High Punches, Slide.
- 2) High Punch, Jumping Kick, Slide.
- 3) Two High Punches, Acid Spit.

Corner

- 1) Deep Kick, Punch, Acid Spit.
- 2) Deep Kick, Punch, Slide.
- 3) Deep Kick, Uppercut.

Other

- 1) Force Ball, High Punch, High Kick.
- 2) Force Ball, Two High Punches, Acid Spit.
- 3) Force Ball, High Punch, Forward Jumping Kick, Slide.
- 4) Force Ball, Uppercut.

LIU KANG

Basic

- 1) Deep Kick, Bicycle Kick.
- 2) Deep Kick, Flying Kick (tricky).
- 3) Deep Kick, High Fireball (whilst still in the air).
- 4) Deep Kick, Low Fireball.

Defensive

- 1) Two High Punches, Bicycle Kick/Flying Kick/Fire Ball (high or low).
- 2) Two High Punches, High Fireball, Flying Kick.

Corner

- 1) Deep Kick, High Punch, Bicycle/Flying Kick/High or Low Fireball.
- 2) Deep Kick, Uppercut.

Other

- 1) Jumping Kick, Air Fireball.
- 2) Deep Kick, Bicycle Kick, Low Fireball.
- 3) Deep Kick, Air Fireball, Bicycle Kick, Low Fireball.

JOHNNY CAGE

Basic

- 1) Deep Kick, Shadow Kick.
- 2) Deep Kick, Shadow Uppercut.
- 3) Deep Kick, Low Fireball.

Defensive

- 1) Two High Punches, Shadow Kick.
- 2) Two High Punches, Shadow Uppercut.
- 3) Two High Punches, Low Fireball.

Corner

- 1) Deep Kick, Low Punch, High Punch, Shadow Kick.
- 2) Deep Kick, High Punch, Shadow Uppercut.
- 3) Deep Kick, Splits Punch, Two High Punches, Shadow Uppercut.
- 4) Deep Kick, Uppercut.
- 5) Deep Kick, Split Punch, Ax Kick, Shadow Kick.

BARAKA

Basic

- 1) Deep Kick, Blade Swipe.
- 2) Deep Kick, Blade Throw.
- 3) Deep Kick, Slicing Blades (tricky).

Defensive

- 1) High Punch, Blade Throw.
- 2) Blade Fury.
- 3) Blade Swipe, Blade Throw.

Corner

- 1) Deep Kick, Blade Swipe, Slicing Blades.
- 2) Deep Kick, High Punch, Blade Throw.
- 3) Deep Kick, Sweep, Twin Kick, Slicing Blades.

JAX

Basic

- 1) Deep Kick, Grab.
- 2) Deep Kick, Ground Punch.
- 3) Deep Kick, Sonic Wave.

Defensive

- 1) Two High Punches, Sonic Wave.
- 2) High Punch, Grab.
- 3) High Punch, High Kick.
- 4) High Punch, Ground Punch.

Corner

As with Defensive moves, but start

with Deep Kick.

Other

- 1) Jumping Kick (up or forward), Air Backbreaker.

RAYDEN

Basic

- 1) Deep Kick, Torpedo.
- 2) Deep Kick, Electric Bolt.

Defensive

- 1) Two High Punches, Torpedo.
- 2) High Punch, Electric Bolt.

Corner

- 1) Deep Kick, High Punch, Torpedo.
- 2) Deep Kick, High Punch, Electric Bolt.

Other

- 1) Jumping Kick, Air Torpedo.

KUNG LAO

Basic

- 1) Deep Kick, Hat Toss.
- 2) Deep Kick, Shield Spin.

Defensive

- 1) High Punch, Dive Kick.
- 2) Two High punches, Hat Toss.

Corner

- 1) Deep Kick, Shield Spin, Jumping Kick, Dive Kick.
- 2) Deep Kick, High punch, Hat Toss.

Other

- 1) Jumping Kick, Dive Kick.

KITANA

Basic

- 1) Deep Kick, Fan Throw.
- 2) Deep Kick, Fan Swipe.
- 3) Deep Kick, Fan Suction.

Defensive

- 1) High Punch, Flight Punch.
- 2) High Punch, Fan Toss.
- 3) Fan Suction.

Corner

- 1) Deep Kick, Fan Suction, Jumping Punch, Fan Toss, Uppercut.
- 2) Deep Kick, Fan Suction, Jumping Punch, Fan Toss, Flight Punch (tricky).

Other

- 1) Jumping Kick, Fan Toss.
- 2) Deep Kick, Fan Toss, High Kick.

MILEENA

Basic

- 1) Deep Kick, Sai.
- 2) Deep Kick, Ground Roll.

Defensive

- 1) High Punch, Ground Roll.
- 2) Low Punch, Sai.

Corner

- 1) Deep Kick, Ground Roll, Jumping Kick, Sai.
- 2) Deep Kick, Sai (midair), Ground Roll, Uppercut.

Other

- 1) Jumping Kick, Midair Sai.

SHANG TSUNG

All his moves involve Deep Kick (or Punch in defence) and 1, 2 or 3 Fire Skulls.

PROBOTECTOR

EXTRA LEVEL

Word on the street, guv'nor, is that Sami Shariff from London and Michael Mills from Merseyside both know a thing or two about Probotector. Apparently there is an extra level on the third stage (the junkyard). Let's find out more, eh?

Finish the Junk Boss, then go down the steep hill. Before you blow up the door, climb up the wall and there will be a man. He will ask you to fight some bosses. Say yes and you'll be taken onto an extra level. Once there, you'll have to kill three things...

Man With Guitar

Avoid the fish he throws and jump over him. Watch out for his whip. Blow his head off and then shoot his body.

and monster are both dead, shoot the trolley-man's head.

Strange Orb

The first attack is when it'll launch spears at you – just avoid or shoot them. The second attack is when it speeds across the screen – keep on hitting it until it dies.

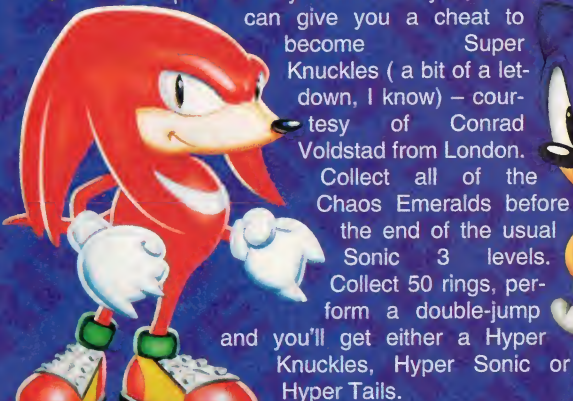
Man With Trolley

Shoot diagonally to destroy the missiles and the thing in the trolley. When the missile launcher

SONIC & KNUCKLES

SUPER KNUCKLES

So, what do you really want out of life? A million quid? Eternal life? Maybe you want to rule the world? Well, I can't promise any of those to you, but I



can give you a cheat to become Super Knuckles (a bit of a let-down, I know) – courtesy of Conrad Voldstad from London. Collect all of the Chaos Emeralds before the end of the usual Sonic 3 levels. Collect 50 rings, perform a double-jump and you'll get either a Hyper Knuckles, Hyper Sonic or Hyper Tails.

LEMMINGS 2

LEVEL CODES

Danny Graham, the Lemmings Master as he is otherwise known as (though he probably doesn't know this), has some handy-dandy codes for Lemmings 2 on the Mega Drive...

BEACH

- 2) INBGPLAGAHIFMAGCHBNIHM
- 3) IHBGBLJFAHIFMAGCHBNIHM
- 4) LABGBLJFMOIFMAGCHBNIHM
- 5) MMBGBLJFMOGJFAGCHBNIHM
- 6) KEBGBLJFMOGJLFGCHBNIHM
- 7) OLBGBLJFMOGJFFLHBNIIHM
- 8) GPBGBLJFMOGJLFFLONNIHM
- 9) KLBGBLJFMOGJLFFLONBHIM
- 10) PABGBLJFMOGJLFFLONBHJL

EGYPTIAN

- 1) GANPAMAHAECEBLAGADEBM
- 2) EANPPBAHAECEBLAGADEBM
- 3) EONPPBAHAECEBLAGADEBM
- 4) MGNPPBPJHNECEBLAGADEBM
- 5) JINPPBPJHNP OEBLAGADEBM
- 6) MHNPPBPJHNP OJPLAGADEBM
- 7) MINPPBPJHNP OJPNPGADEBM
- 8) IINPPBPJHNP OJPNPPHDEBM
- 9) NONPPBPJHNP OJPNPPHPPBM
- 10) HBNPPBPJHNP OJPNPPHPAA

CIRCUS

- 1) MLJNALIHMEOGLBPIIMEOCL
- 2) BMJNNCIHMEOCLBPIIMEOCL
- 3) EPJNNCGLMEOCLBPIIMEOCL
- 4) BGJNNCGLLGOCLBPIIMEOCL
- 5) FMJNNCGLLGNLLBPIIMEOCL
- 6) BBJNNCGLLGNLCOPIMEOCL
- 7) MBJNNCGLLGNLCOAHIMEOCL
- 8) EMJNNCGLLGNLCOAHKLEOCL
- 9) NCJNNCGLLGNLCODHKLNNCL
- 10) MLJNNCGLLGNLCODHKLNNPC

POLAR

- 1) PBDPGBMAGIDIBOBALIIIEGC
- 2) MFAPLPMAGIDIBOBALIIIEGC
- 3) AHDPLPOPIDIBOBALIIIEGC
- 4) ACDPLPOPPAIBOBALIIIEGC
- 5) POAPLPOPPAAACBAILIEGC
- 6) HOAPLPOPPAAACBAILIEGC
- 7) LHDPLPOPPAAACACILIEGC



CHEATS * TIPS * CHEATS * TIPS * CHEATS * TIPS

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SONIC 3 FULL SOLUTION & CHEATS & TIPS

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STREETS OF RAGE 3

SECRET ROOMS

Just the other day, I was walking down the street and this man came up to me (Steven House from Cumbria, actually) with a set of secret room tips for Streets Of Rage 3. Shall I print them for you?

There are two secret rooms in the first section at the start of Level 5. To access them, finish off the bad guys, and then:

1) Move to the top of the screen. You will notice one of the panels is slightly damaged. Stand in front of it and press B. You will now enter a secret room!

2) You will notice two small gaps in the floorboards near the door. Stand in between them, and press B. You will now fall into the secret room.



ACTION REPLAYS, AHoy!

Codes, codes and yet more codes from Lincolnshire reader David Willis than I can shake a raccoon at. What are they? Eyes down, if you please...

LETHAL ENFORCERS

- FFA0950005 Infinite credits
- FFA09F0005 Infinite lives/energy
- FFA0AF0006 Infinite ammo

ZERO TOLERANCE

- FF0DE50064 Infinite energy
- FF10380006
- FF1040000C
- FF103C004C
- FF10440011

These four codes will give you infinite weapons

MICKEY MANIA

- FF04670003 Infinite lives
- FF046F0004 Infinite energy



THE LION KING LEVEL SELECT



Sheila Berry from Cirencester has found a level select for The Lion King on the Game Gear. When the Sega logo has faded away, rotate the D-pad clockwise, press buttons 1 & 2 and press the Start button twice. You will hear a jingling sound and the cheat mode screen will appear. Ta-raaaa!

ASTERIX

99 LIVES



Voilà! Graham Smith knows a thing or two about the French. Uh, for instance, here's a cheat for 99 lives on the Master System version of Asterix.

Go to the Cannon level (4-2) and kill the man on the carpet. Enter the cannon that's pointing diagonally up and blast off. You will land behind two cannons (one pointing up and the other up-right). Jump into the cannon pointing up to take you into the clouds. Pick up the pot to get an extra life, and then fall back down before the pot disappears. Now get back into the same cannon and repeat the process again, until you get the maximum 99 lives.



CHAMPIONS OF EUROPE

Graham Smith? He's back again!

SCORE OWN GOAL

Every time you score an own goal, it registers as one of your own. Ho, ho, ho, a cunning one, eh?

GET INTO THE FINAL

Get to the semi-final and make sure it's a 0-0 draw at half time. Now select quit and you're zoomed forward to the final.

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MICKEY MANIA

HIDDEN ROOM

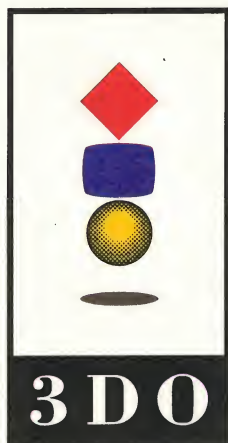


John Kattri from Warely certainly isn't a mouse when it comes to giving out top tips for Mickey Mania on the Mega CD!

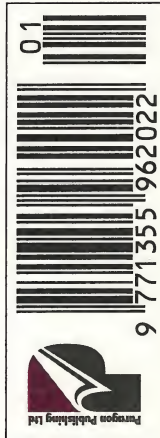
To find where the hidden Mad Doctor Mickey is, just do the following. On Level 2, going up in the lift: when it gets to the top, walk off and wait for five seconds. Now walk all the way to the left of the lift, and it will go up one more floor. Walk to the right and fall down the hole - Mickey will go into a dark room, and all you have to do is guide him to the eyeballs. Go right and jump to get the stars and the extra life. You will now find the hidden Mad Doctor Mickey. Phew!



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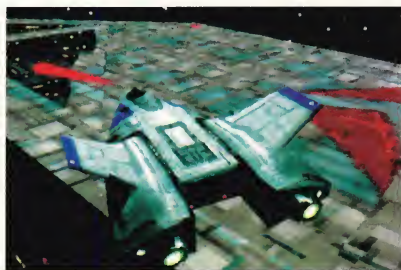
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PROHELP



If you need some help then write to me. Include your name and where you're from, and you never know, you might just get a mention. If you've got a problem, I'm here to help. Titles old and new, it matters not.

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YOU NEED HELP?

OH MY GOD!

Dear Sega Team,

Q It's that goddam *Gods* game that's been bugging me ever since I bought it. But even a tough title like this can't defeat me! Oh, no, I've played so hard for so long that now I find myself at the very end – the final boss, in fact. Now all I need is help in defeating this boss. Can you help? I know not of who else to turn to.

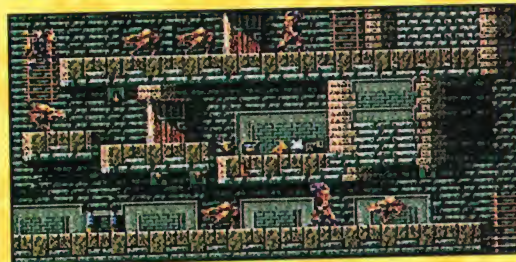
Cheers, and have a Budweiser on me.

Colin Grant, Newquay

A So where's my free bottle of Buddie then, huh? Couldn't afford the old postage and packaging? It happens to be one of my favourite drinks. Ah well, life's cruel like that. It's the thought that counts I suppose, so I'll give you a little advice on that final boss:

To defeat the boss leap up onto the middle platform and start shooting when the yellow Chinese Dragon comes towards you. You may think you'll have to shoot the Skull, but you'd be wrong. In order to slay this nasty thing

you must first slay the Dragon. Shoot the Dragon as it appears and keep hitting it as it travels around you. If you keep hitting it on its route, you should find it explodes right in front of you.



MEGA DRIVE

BUBBLE TRUBBLE

Dear Mr Hill,

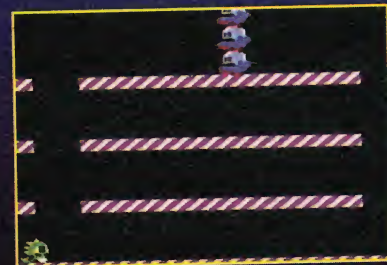
Q Hubble bubble, toil and trouble, boy do I have a problem with *Bubble Bobble*. Excuse the vain attempt at a little poetry, but can you help me with *Bubble Bobble* on the Master System? Is there a code for instance that would take me to the final level? In all due respect I expect you help because you claim you have tips no other soul in this universe has seen or heard before.

Jackline Porter, Fife

A Ay, you'd be right Jackie. There be a cheat for *Bubble Bobble* al'wight. If yer enter this here code 9S5CLNN3 on that ol' password screen then there be no excuse to complete this here game. You'll be able to travel to any of the 200 levels nay problemo.



MASTER SYSTEM



YOU MUST BE KIDDING!

Dear ProHelp,

Q I need a miracle... fast! Can you help me finish *Alex Kidd in Miracle World* on the Master System? I have been searching high and low for a cheat but been unable to find an answer. Please, please, please reply!

Keep up the good work.

Anthony Low, Wallisdown

A As the new super-machines arrive then the likes of the MS and indeed Nintendo's equivalent NES are bound to dry up. Look in those freebie newspapers and you'll see many Master Systems for sale. Ah well, we have fond memories. *Alex Kidd in Miracle World* was one of those class titles so it's a pleasure to be able to help you out with the final part.

At the start of the level, fall into the water and go to the left side to kill the first two little fish. Kill the Merman and drop through the gap to enter a small room. Go up to the door and open it using the moonlight and sun stone. Now go through to find some pink blocks.

These blocks need to be stepped on in this order: Sun, Waves, Moon, Star,

Sun, Moon, Waves, Fish, Star and Fish. Before your very eyes a crown appears, but to get it you need to take a good run-up to leap over the spikes.

Once you have done that, sit back and admire as the 'game over' screens scroll into view.

(A big thank-you to the SEGA XS lads for the answer to this question.)



MASTER SYSTEM



SOL-FEACE PEACE?

Dear Mark,

Q Please can you help me win at *Sol-Feace* on the Mega-CD? I'm finding it very hard to complete. I buy SEGA PRO every month and reckon it's the best. Thanks.

Joseph Blakey, Darlington

A Here is a cheat that should help you with *Sol-Feace*:

On the title screen, press A, B, C, A, B, C, B, C, B and A. If you've done this correctly you'll hear a sound effect. Press START and go to the options screen. You will now be able to select a starting point and a difficulty level.



M-CD

ARRAKIS ACTION

Q Dear SEGAPRO,
Please can you help me on *Dune II*? I have all the passwords for House Atreides, and a few for House Harkonnen, but I need the rest. I have tried to complete this without cheating, but to no avail. The time has come for me to raise the white flag and beg for the final codes.

Richard Olson, Westbury



A The final chapter to this absorbing MD adventure is known as House Ordos. Enter these codes to help you finish the game. Cheating is a big business these days in the console industry. And I don't just mean games! But enough of that for now,

you want the final codes so you shall have them... on the house.

HOUSE ORDOS

- 1 DOMINATION
- 2 SPICESABRE
- 3 ARRAKISSUN
- 4 COLDHUNTER
- 5 WILYMENTAT
- 6 SLYMELANIE
- 7 STEALTHWAR
- 8 POWERCRUSH



AN ILLUSION

Q Dear ProHelp,
Can you print the passwords for all the levels on *World Of Illusion* on the MD? Hope you can help.

Danny Galpin, Highcliffe

A I feel older tips are often as important as new ones. The main reason for this is because titles such as *World Of Illusion* are on sale these days at budget price – possibly around the £10 mark. It's therefore useful to print old cheats so late buyers can bust their way through in an instant. I would also say that games may have improved in quality over the years but the difficulty levels have changed very little. Indeed many older titles are the toughest on the market to complete. Take *Rings Of Power*, for instance.

So with that in mind, let me give you the passwords for that classic Disney adventure, *World Of Illusion*.

MICKY MOUSE

Level 2	Goofy/Clubs	Daisy/Hearts	Goofy/Hearts	Scrooge/Diamonds
Level 3	Goofy/Hearts	Pluto/Spades	Scrooge/Diamonds	Minnie/Spades
Level 4	Daisy/Hearts	Scrooge/Diamonds	Pluto/Spades	Goofy/Clubs
Level 5	Scrooge/Diamonds	Goofy/Clubs	Goofy/Hearts	Pluto/Spades

DONALD DUCK

Level 2	Pluto/Spades	Scrooge/Diamonds	Goofy/Clubs	Minnie/Spades
Level 3	Goofy/Clubs	Goofy/Hearts	Daisy/Hearts	Pluto/Spades
Level 4	Daisy/Hearts	Scrooge/Diamonds	Goofy/Hearts	Pluto/Spades
Level 5	Pluto/Spades	Goofy/Hearts	Goofy/Clubs	Scrooge/Diamonds

TWO-PLAYER

Level 2	Pluto/Spades	Goofy/Hearts	Minnie/Spades	Goofy/Clubs
Level 3	Scrooge/Diamonds	Minnie/Spades	Goofy/Hearts	Daisy/Hearts
Level 4	Minnie/Spades	Daisy/Hearts	Goofy/Clubs	Pluto/Spades
Level 5	Goofy/Clubs	Scrooge/Diamonds	Pluto/Spades	Goofy/Hearts

ROAR OF THE LION

Q Help!
Please can you help me with the game *The Lion King*? I am stuck on Level 2! I really don't know what to do! Is there a level select or something? Please help me!

Vera Mavrona, Athens, Greece



A It's nice to receive a letter from Greece! I'm thinking of going there one day for a holiday. Anyway, if you want a level select, here it is. Start playing the game, then press START to pause. Now press RIGHT, A, A, B and START to skip a level. If this won't work then go to the options screen and press UP, DOWN, RIGHT, LEFT, A, B, C and START. Now skip that level.



HISTORICAL HELP

Q Dear ProHelp,
I have not got a Mega Drive yet but I am going to get one for Christmas. Please would you give me some cheats on the following games: *Streets Of Rage 2*, *Golden Axe*, *Mortal Kombat*, *Revenge Of Shinobi*, *Super Monaco* and *Alien Storm*. I do not have any Game Genie or Pro Action Replay carts. Could you also do a full review of *International Sensible Soccer* on the Mega Drive?

Alun Hamnett, Swansea



A Thank you for your letter Alun. I'm sure our readers will be interested to know that you are, in fact, 70 years of age – our oldest ProHelp reader yet! And not wishing to start any uncivilised fossil jokes or historic gags, here are some tips for, well, erm, some rather 'ageing' titles...

For *SOR II* hold down A and B on the second joystick when selecting options to access a level select, extra lives and two extra difficulty levels.

For that old chestnut *Golden Axe* you can go to the character select screen, press DOWN and LEFT on the control pad, then press B and START. The number appearing in the upper-left corner of the screen can be changed using the pad so you can select any level and press START to play it.

There is a cheat for that classic MD racer, *Super Monaco Grand Prix*. Enter the following passwords to be with the best F1 driving team and have previous World Championship wins and loads of driver's points.

0Q76 2ILM F200 0000
0010 H10F B324 5D76
CA89 EGC1 0000 0002
0000 0000 F200 2CAC

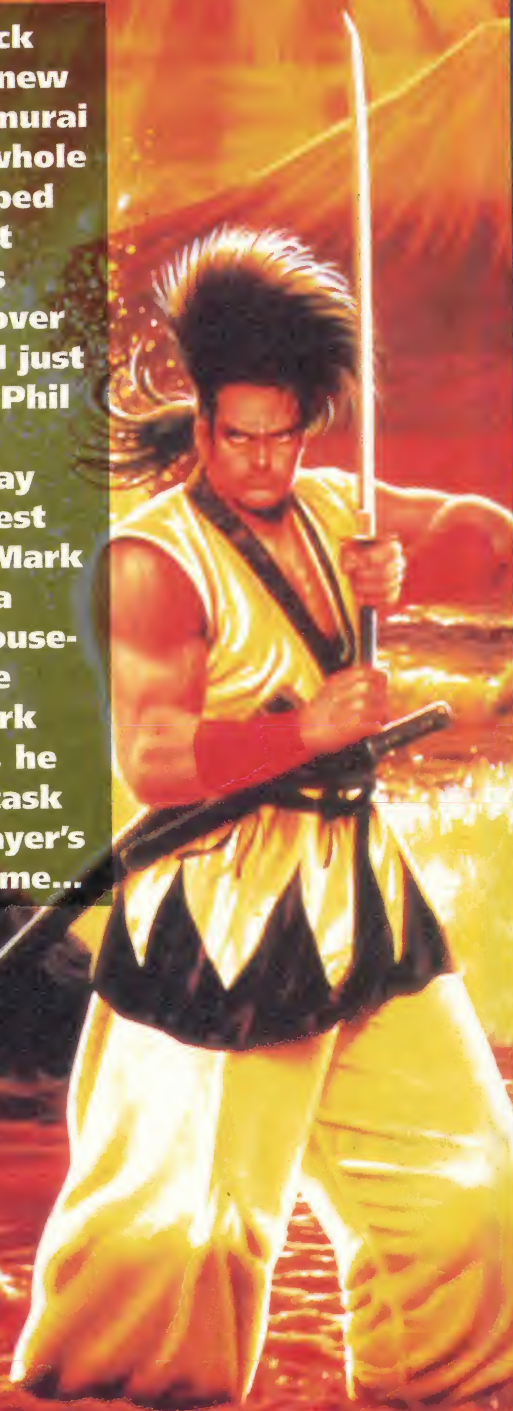
And finally... *Alien Storm*. Ah, yes, I have a cheat of sorts. Well actually I have SEGA XS to thank for this one. Apparently (an emphasis on the very word 'apparently' folks) if you choose Scooter and self-destruct as soon as your life reaches zero you can carry on without dying.

I hope this helps you. In reply to your request for a full review of *International Sensible Soccer*, in Issue 36 of SEGAPRO we reviewed it and gave it a score of 88%. But as there were few improvements over the original game then we felt it only warranted a page. Over and out.

The
BIG
Solution

After a few quick goes on Sega's new beat-'em-up **Samurai Shodown**, the whole office was gripped by Ninja combat fever. Chris was somersaulting over everyone's head just like Bruce Lee, Phil was Kung-Fu-chopping his way through the latest CD demos and Mark Hill was doing a double-roundhouse-whammy on the phone. And Mark Pilkington? Oh, he was given the task of writing a player's guide to the game...

(NOTE: this game is filled to the brim with special moves, so to make everyone's life easier, we've only listed the most effective moves to use.)



SAMURAI

SHODOWN

HAOHMARU



When used correctly, this guy can win lots of fights. One thing which Haohmaru has in his favour is his ability to put together combos quickly and easily – making him a hard character to go up against.

PLAY VS

As soon as Haohmaru attempts a special move, immediately launch into one of your own. When he attacks you from the air, launch into a roundhouse kick as soon as he comes down, to catch him unawares.

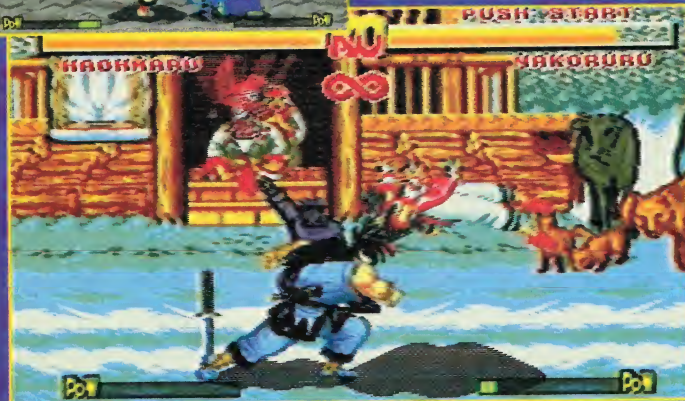


Jumping Kick

Up, Away + Hard Punch

Overhead Throw

Towards + Hard Punch



Power Throw

Towards + Hard Kick

Whirlwind Attack

(Rotate) Down, Down-Towards, Towards + Hard Punch



NAKORURU



With her Eagle companion to guide the way to victory, Nakoruru is a formidable opponent to defeat. Her main asset is her quickness — she can outgun any character in the game when it comes to speed.

PLAY VS

Remember to block or jump over all of her special-move attacks. If you can get a few footsweeps in, or punches to her mid-section, then you'll be able to get her on the run. Sorted!



Flaming Torpedo

(Rotate) DOWN, DOWN-TOWARDS, TOWARDS + HARD PUNCH



Leg Swipe

TOWARDS + HARD KICK



Throw

TOWARDS + HARD PUNCH



Double Leg Kick

DOWN + HARD KICK

HANZO



The Ninja warrior Hanzo is both fast and strong at the same time. A fighter who can easily put together combinations quickly, Hanzo is a great character for the beginner to play as.

PLAY VS

A character who's vulnerable to punches and kicks if you can time them correctly. Hanzo has the knack of throwing you into the corner and punching you to death, so always be ready to leap up and hit him with a jumping kick.



Kicking Combo

WEAK LOW KICK, WEAK LOW KICK, STRONG LOW KICK (only works against characters)



Throw

TOWARDS + HARD PUNCH



Leg Throw

TOWARDS + HARD KICK



Spinning Shuriken

(Rotate) DOWN, DOWN-TOWARDS, TOWARDS + PUNCH



GALFORD

With his dog by his side, Galford will give even the toughest opponent a run for their money. When things get a

bit too tough for him, all he has to do is send old Fido into the fray to sort things out...

PLAY VS

Galford will almost certainly try to get the upper hand over you in combat by sending his dog in after you. When this happens, remember to either block or jump out of harm's way.

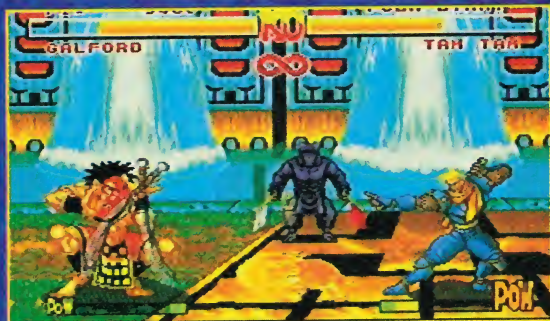


Throw

TOWARDS +
HARD
PUNCH/KICK

Dog Savage

(Rotate) DOWN,
DOWN-AWAY,
AWAY +
WEAK/MEDIUM
KICK



Flaming Dog

(Rotate) DOWN,
DOWN-AWAY,
AWAY + PUNCH



Spinning Thunderbolts

(Rotate) DOWN, DOWN-TOWARDS, TOWARDS + PUNCH

WAN-FU



A big guy, Wan-Fu is one of the hardest opponents that you could wish to go up against. He uses his huge body as a weapon in fights – but he's equally as lethal with his sword.

PLAY VS

Wan-Fu's sword swipe is more than enough to lay most opponents out, but if you let him get close then the chances are that you'll get crushed by his huge bum... Yipes!



Sword Swipe

DOWN-AWAY + HARD PUNCH



Face Sweep

TOWARDS +
HARD PUNCH



Leg Sweep

DOWN-AWAY + HARD KICK



Bum Crush

TOWARDS +
HARD KICK

UKYO

❖ Tough to defeat, Ukyo is perfect for beginners. Her fighting style mainly consists of kicks and slashes, and her awesome speed gives her the edge. Her special moves are some of the most useful in the game.

PLAY VS

A few well-timed roundhouses and high kicks will normally be more than enough to sort her out. Try to keep your distance from her when she starts her Apple Chop move, but be ready to dive back into the fray when she finishes.



Sword Swipe

DOWN-TOWARDS +
HARD PUNCH



Sword Throw

TOWARDS + HARD PUNCH



Apple Chop

(Rotate)
DOWN,
DOWN-
AWAY,
AWAY +
PUNCH



Power Charge

(Rotate) DOWN, DOWN-TOWARDS, TOWARDS + PUNCH

KYOSHIRO

❖ The powerhouse of the game, Kyoshiro knows a thing or two when it comes to using his spear. He doesn't only use this for attacking opponents, though, as he sometimes uses it as a platform to kick from!

PLAY VS

Nimble fighters are best against this guy, as Kyoshiro simply can't keep up with them. When he comes towards you, it's almost certain that he'll attack you with his spear – be ready for this, and counteract it with a block.



Hair Toss

TOWARDS + HARD KICK



Spear Toss

TOWARDS +
HARD PUNCH



Fire Catapult Kick

(Rotate) DOWN, DOWN-AWAY, AWAY + KICK



Fireball

(Rotate) DOWN,
DOWN-AWAY,
AWAY + PUNCH



GEN-AN



A ferocious fighter, Gen-An is capable of turning a fight around in an instant. His fireball move will

come in handy on more than one occasion. A tough character.

PLAY VS

Always be on your guard whenever you fight Gen-An. He attacks with all the speed and power that he can muster. His Blade Spin attack is particularly lethal, so try not to get caught out by it.



Fireball

(Rotate)
Down, Down-
Towards,
Towards +
PUNCH

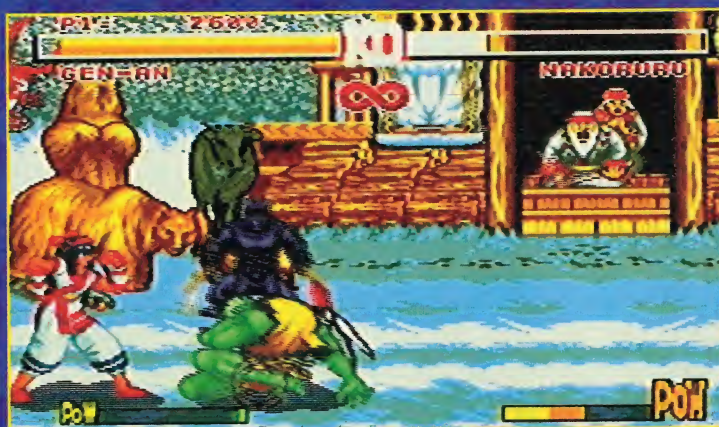
Power Knee

TOWARDS +
HARD KICK



Blade Spin

TOWARDS +
HARD PUNCH



Power Slide

DOWN-TOWARDS + HARD KICK

JUBEI



All of Jubei's special moves are killers – just take a look at his lightning swipe! Jubei's Ground Fire move is a tricky little one because it can suddenly appear without warning.

PLAY VS

Jubei is arguably the toughest character to beat. You'll need to combat his pace and agility with power and precision – if you let him get any moves on you, though, he's sure to win.



Ground Fire

(Rotate) Down, Down-Towards, Towards + PUNCH



Lightning Swipe

Press HARD
PUNCH rapidly



Spinning Throw

TOWARDS + HARD KICK



Sword Throw

TOWARDS +
HARD PUNCH

TAM TAM



Tam Tam is a big and powerful creature whose long reach and powerful arms prove more than useful in a combat situation. He uses his sword to cut down any opponent who gets in his way – so watch out!

PLAY VS

Try breaking Tam Tam down with low kicks. Don't attempt to get too close to him because his long reach and powerful punches will either knock you away or knock you out.



Head Butt

TOWARDS + MEDIUM PUNCH



Skull Throw

(Rotate) DOWN, DOWN-TOWARDS, TOWARDS + HARD PUNCH



Spinning Kick

(Rotate) DOWN, DOWN-AWAY, AWAY + HARD KICK



Sword Dig

TOWARDS + HARD PUNCH/KICK

CHARLOTTE



The only woman with blonde hair in the game, Charlotte is a tough opponent to defeat. She knows a thing or two about using a sword, and this is reflected in the way she attacks.

PLAY VS

Wait until she comes towards you before battering her with close punches. She can't really hold her own in close situations, but she's quick enough to leap out of a tight hold if you don't watch out.



Hand Throw

TOWARDS + HARD KICK



Knee

TOWARDS, HARD KICK



Leg Sweep

DOWN-AWAY + HARD KICK

Lightning Slash

Press HARD PUNCH rapidly





MEGA DRIVE

CANNON FODDER

Hey, you're back - and just in time for the conclusion to Cannon Fodder as well! Last month I took you guys through the first 12 levels of this game, so to finish the job off, I'll cover the final dozen this month. It's all part of being a top general, y'know...



MISSION 13

PHASE 1

Ho-Kay, back into the action again... From the start, head right as fast as you can and cross the river. Make the turret self-destruct and then run towards the turret across the river. As soon as you see the jeep, open fire on it, then blow up the hut. Kill the troublesome baddie and then get the turret to shoot at the final one. Mission complete!



MISSION 14

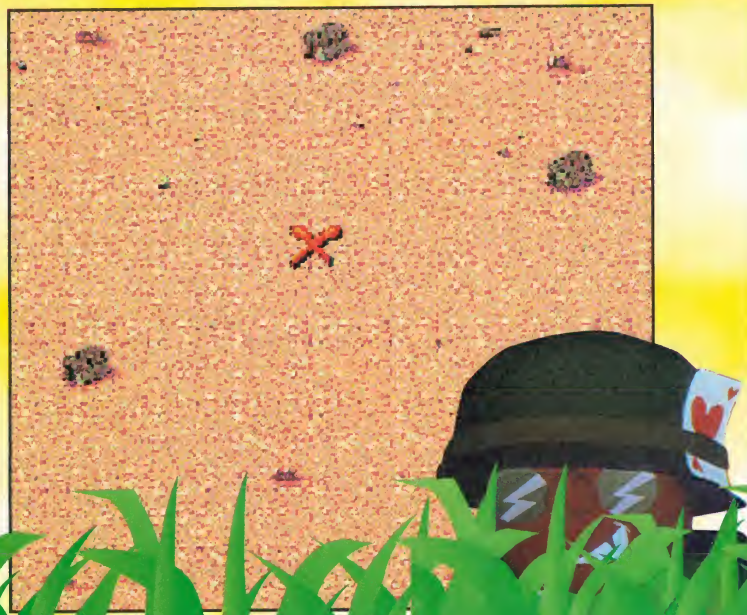
PHASE 1

Destroy the baddie and the two turrets with your grenades. Move over the bridge and then go left, avoiding the mines as you go. Now get into the helicopter and kill everything that you find! Ha, ha, ha!



PHASE 2

Get into the jeep and then move into such a position that the helicopter blows up each turret. As soon as the helicopter lands, blow it up! All that you have to do now is destroy the huts.





MISSION 15

PHASE 1

As soon as you start, head left. Get into the chopper and make sure that you avoid that pesky farmer. When you get to the tank, move down the screen in it and destroy the three turrets and bunker. Easy, eh?



PHASE 2

Swim right and then head up. Shoot the rocket launcher before you go into the helicopter. Now move over the clearing and bomb everything that you see. Now land and head for the turret – once there, simply blast everything in sight!



PHASE 3

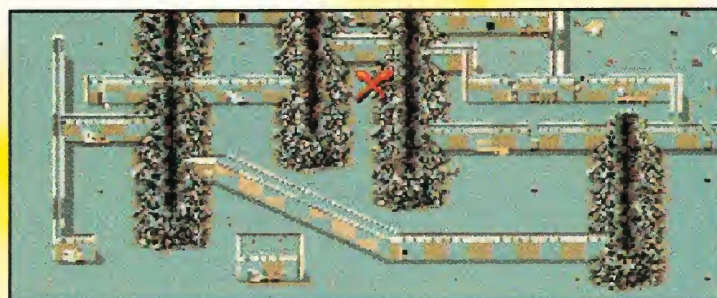
Go into the helicopter and then fly to the turret and quickly get into it, shoot at the enemy one, and then get back into your helicopter again. Destroy the bunker with the turret, and then grenade the jeep. Now use one of the turrets to destroy the hut and tank.



MISSION 16

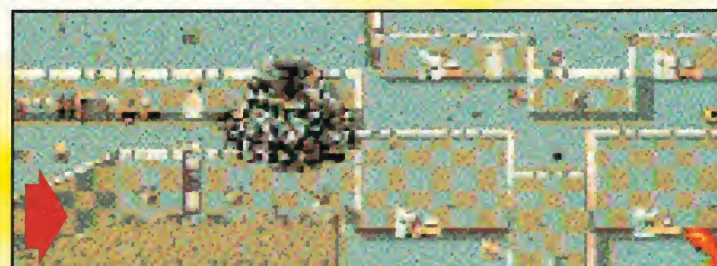
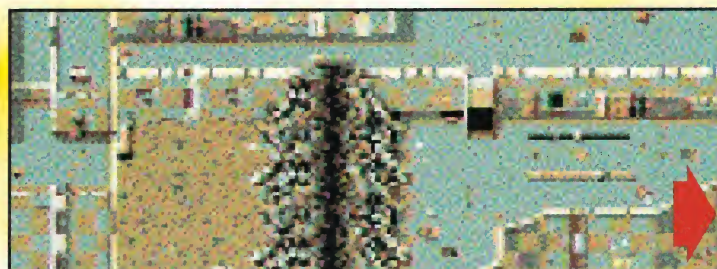
PHASE 1

Destroy both missile launchers and then grenade the two doors. Now all that you have to do is wander around the level and kill everyone!



PHASE 2

Plunge into the slime and climb up the ladder. Now grenade the door. Make your way to the turret and blow up the steel doors.



MISSION 17

PHASE 1

Blow up the house and then make your way across the river. Run towards the sniper who'll be firing at you and then blast the hut across the road with a grenade. Destroy the rocket launcher, the house and the hut before a hostage will wander over to your tank. Now take out the turret, shoot the sniper and then head into the Red Cross tent. Well done, chaps!

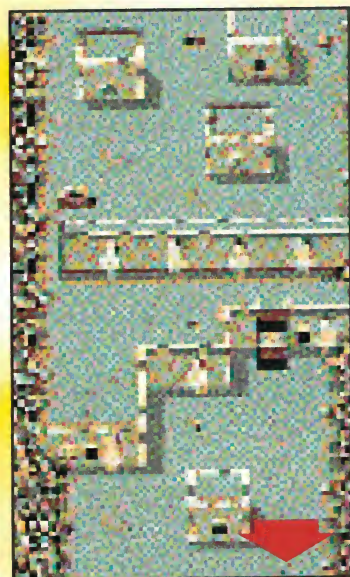
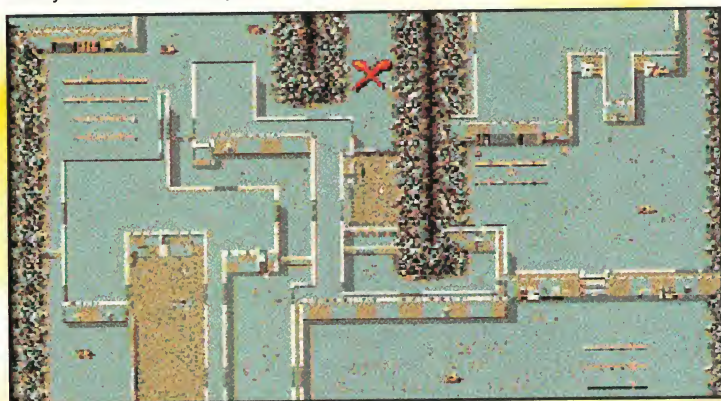




MISSION 18

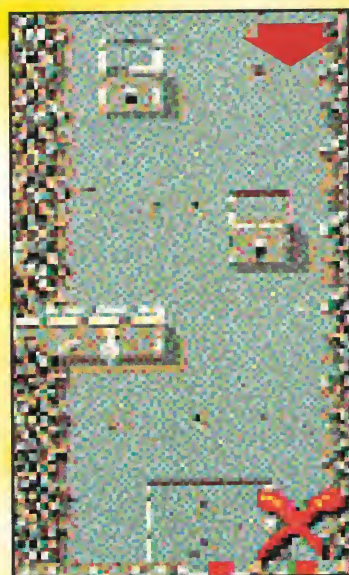
PHASE 1

You'll have to move as fast as you can in order to complete this level. First of all, destroy the enemy turret and door. Now get into the turret and blow the next door open. Now rescue all the hostages that you can find and you've completed the level.



PHASE 2

A simple level, for a change. Run up the stairs and make your way into the turret. Now kill everyone. See? Simple!



PHASE 3

Rescue the three hostages and bring them back to the Red Cross tent. Use the helicopter for this. Another pathetically easy level...



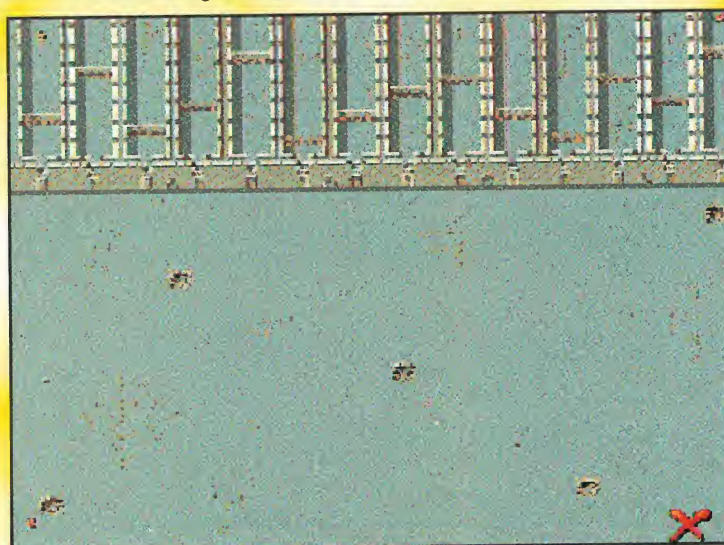
PHASE 4

Basically run all the way over to the right and then back again to complete this level.



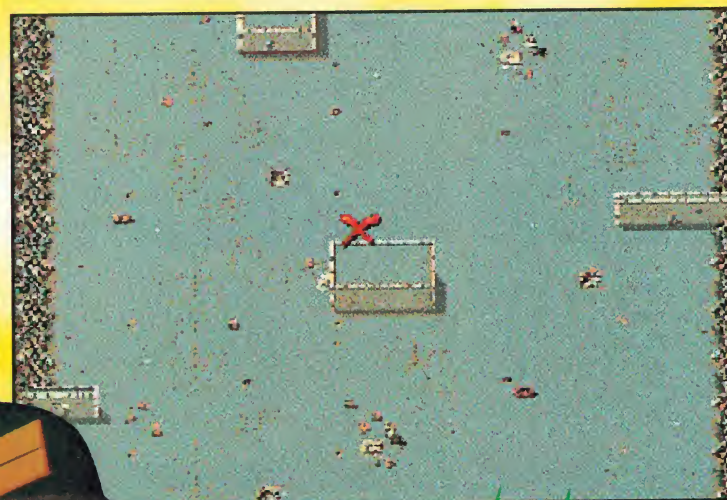
PHASE 5

Use the jeep to lure the tanks down to the bottom of the screen and then make your way into the troop door. Blast your way into this and get into the missile-firing helicopter. Now kill the tanks.



MISSION 19

You're going to need three men to finish this level. Go straight to the top of the map and then head right, where you'll meet a jeep. Kill this pesky enemy off with a grenade and then deal with the helicopter when it lands. Now kill everything that moves!





MISSION 20

PHASE 1

Use the tank to destroy the turret and then blow up the hut near the start. Now finish the job off by killing everyone else.



PHASE 2

Get everyone into the tank. You're going to need to go into tank-to-tank warfare if you hope to survive this mission successfully. Once you've killed everything in the village, get out of the tank and grenade the house, before heading down to the river bank to destroy every hut.

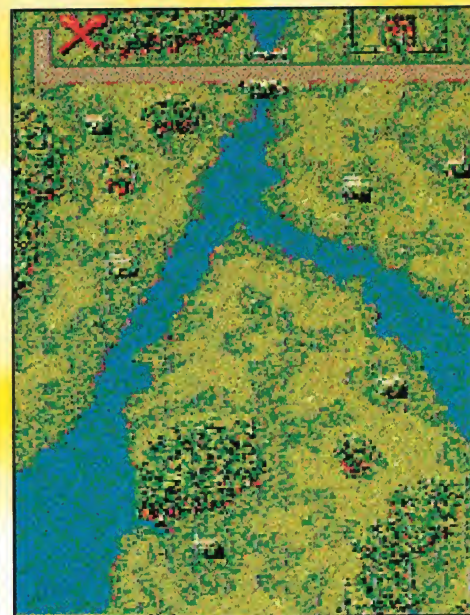
PHASE 3

Get into the helicopter and bomb the hut before heading up to the island, where you should wait around until the enemy helicopter lands. Destroy this and then get into the tank. Now clear a free path for the hostage by destroying the soldiers and turrets.



PHASE 4

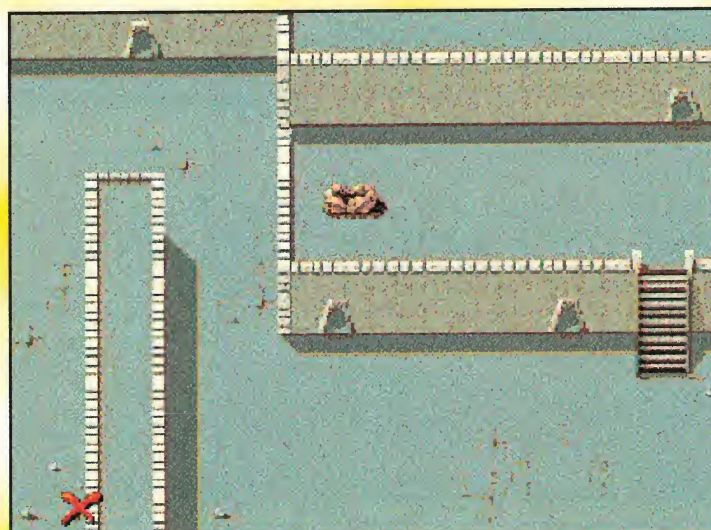
Get into the jeep and travel down to the turret, killing the enemy soldiers as you do this. Destroy the enemy turret on the far bank, and then the bunker, before getting into the helicopter. Now rescue those hostages.



MISSION 21

PHASE 1

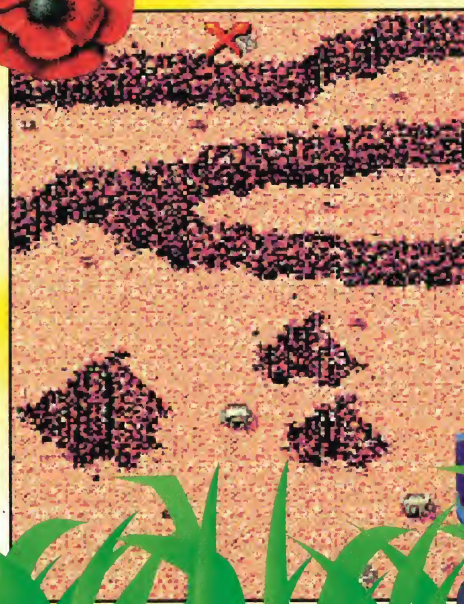
The first thing to do is head right to avoid the land mine at the beginning, and then fire like crazy. Now move like crazy and head towards the turret, firing all the time.



MISSION 22

PHASE 1

Using the rockets, destroy the turret directly opposite you before getting into the helicopter. Now kill everything and rescue the hostages. What could be more simple?





MEGA DRIVE

PHASE 2

Destroy the helicopter when it's on the ground, and then destroy the fence. Destroy the hut and then pick up some refills at the top corner. Now go down to the right to finish the level.

**PHASE 3**

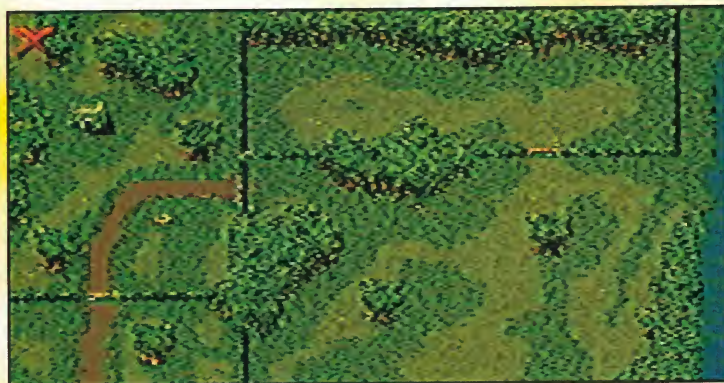
Get into the jeep and then when you come to a fence, get out and grenade it. Jump over the second fence by driving towards it at full speed, after which you should destroy the last fence by blasting it. Once you reach the turret, get out and destroy that jeep.

**PHASE 4**

Get into the missile-firing helicopter and then fly off and destroy everything that you can find in the level.

**MISSION 23****PHASE 1**

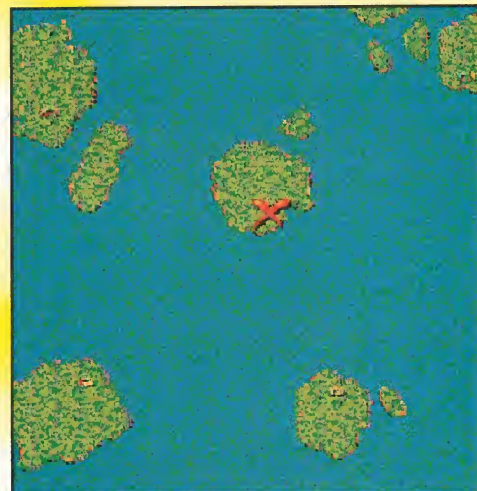
Destroy the bunker and barricades on this level. Get into the helicopter and use it to get the two tanks in the next field. They should kill each other. Now all you have to do is destroy the troops and turret to finish the level.

**PHASE 2**

First of all, make your way left to the next island, killing everyone on it. Get into the turret and destroy everyone that you can see. Get into the helicopter and then destroy all the enemy that you can find and the enemy helicopter when it finally lands.

PHASE 3

Destroy the two helicopters before they manage to take off. If you happen to miss one, then don't panic, just get into the helicopter and then wait until the enemy helicopter lands. Now bomb it.

**PHASE 4**

Get into the helicopter and then fly around the level killing everyone. As simple as Forrest Gump.

**PHASE 5**

Walk right and then get into the helicopter. Fly over to the bottom corner of the map, and you should be able to take out two enemy helicopters who are still grounded. Now destroy the two turrets to finish off the level.

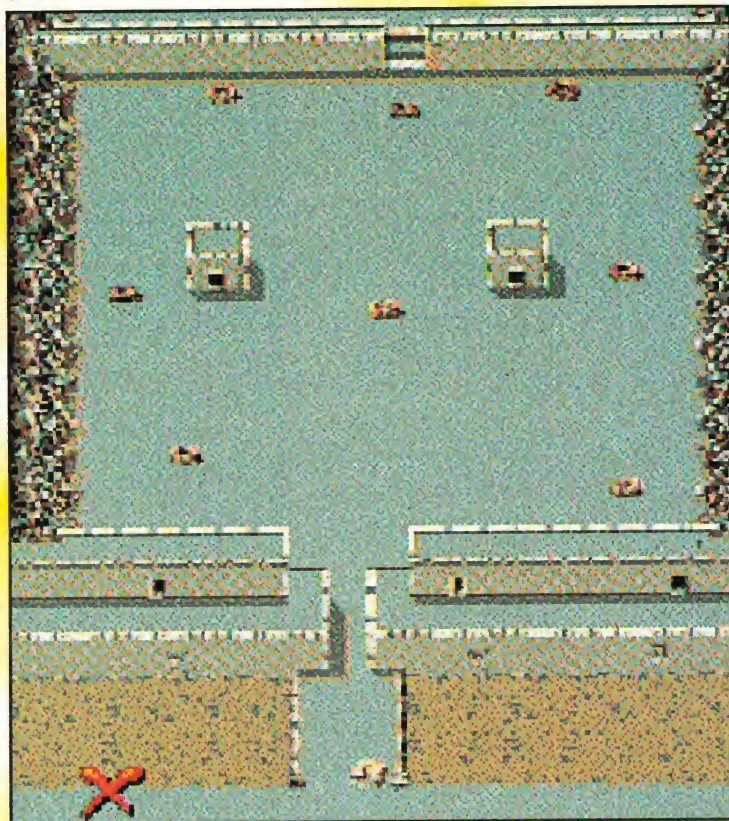




MISSION 24

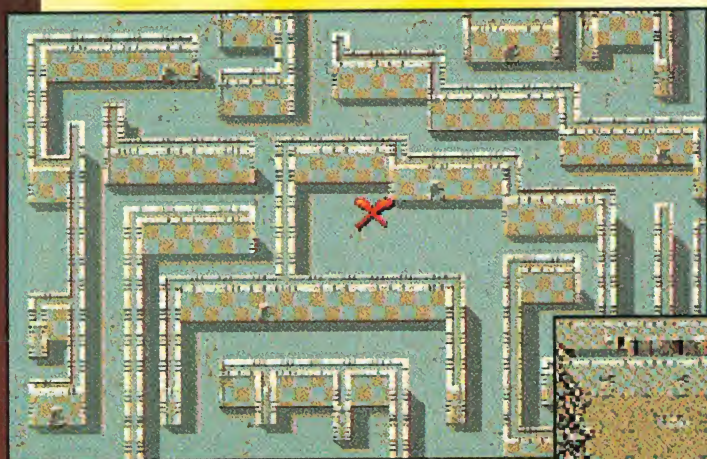
PHASE 1

Get into the tank and simply destroy all of the turrets that you can find. Remember to keep moving so that they can't get a bead on you.



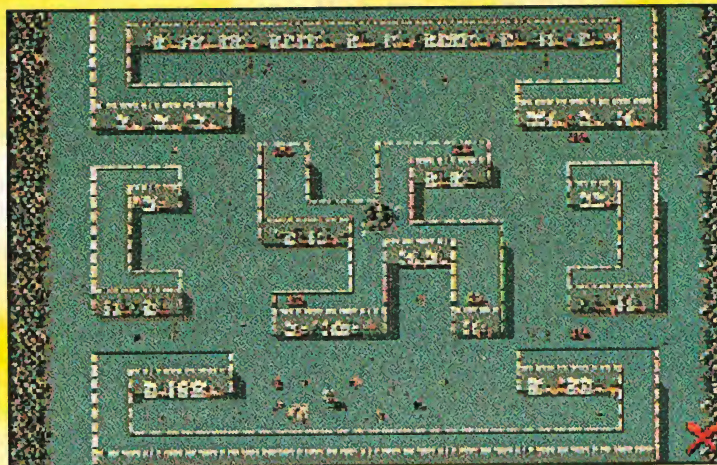
PHASE 2

Throw grenades over the walls in order to destroy any enemies behind them. Now work your way up to the helicopters towards the top of the level. The rest, as they say, is easy.



PHASE 3

Get into the helicopter and then when you fly over the mines, they will explode. Now get out of the copter and grenade open the doors and simply kill everyone!

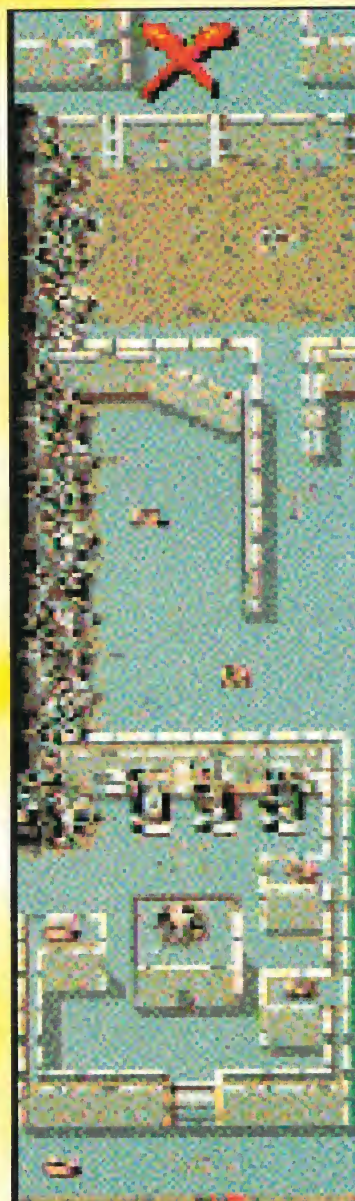


PHASE 4

Walk up towards the top corner and get into the helicopter. Now destroy the four turrets and then take out the computer, the doors, consoles and any soldiers that are still standing. When the enemy helicopters land, destroy them ASAP.

PHASE 5

Cross the sea of slime and get into the jeep, then drive past the two turrets before getting into the helicopter. Destroy both turrets and then fly down the screen to destroy the rest of them. Now pick up the commander and bring him back to the tent to complete this stage.



PHASE 6

There's no map on this level, only a 'Time to Die' timer. You'll have to move fast and kill everything off if you hope to complete it. Throw grenades at the first set of doors to blast them open. Now climb down the ladders and go as far down the screen as you can. Now climb up the ladder and get into the turret, killing everything around. When the enemy helicopter comes at you, shoot all the troops that you find and then destroy the chopper to finish the game. What a hero!

CONGRATULATIONS
YOU WIN

If you're after an old game, check out the definitive list of Sega titles in our completely updated ProFile section...

MEGA-DRIVE



1943

IMPORT
● Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally outdated but still great fun. 60%

688 ATTACK SUB

SEGA
● Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 65%

ACME ALL-STARS

KONAMI
● The Tiny Toons play five different sports including football, basketball and ten-pin bowling. With cute graphics and decent playability, this is a good value package. 82%

ADDAMS FAMILY

ACCLAIM
● With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay for all platform lovers. Only the standard jump 'n' collect concept pulls this down from the likes of Mario. 75%

AERO THE ACROBAT

SUNSOFT
● Get in on the circus act in this platformer. A lot of ideas from other games but you'll still enjoy shooting from a cannon and jumping through the odd flaming hoop. 77%

AFTER BURNER II

SEGA
● Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 60%

AIR DIVER

IMPORT
● Similar to After Burner II in both looks and playability. It has more challenging play with a wider variety of opponents and some tough guardians. 67%

ALADDIN

SEGA
● This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. 90%

ALESTE (MUSHU)

IMPORT
● This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 65%

ALEX KIDD IN ENCHANTED CASTLE

SEGA
● This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 48%

ALIEN 3

FLYING EDGE
● May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the greenest beginner. 63%

ALIEN STORM

SEGA
● This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics look pretty good, but it'll all be over too soon. 60%

ALISIA DRAGON

SEGA
● Alisia Dragon is one tough chick. You must help her through eight stages in the style of Vals. Few lives and tough guardians, very challenging. 68%

ALTERED BEAST

SEGA
● The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free - nuff said... 28%

AMERICAN GLADIATORS

IMPORT
● First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 55%

ANDRE AGASSI TENNIS

TECMAGIK
● Each computerised competitor was digitised from real life action. Sprites are well drawn but they move much too quickly. 59%

ANIMANIACS

SEGA
● The wacky cartoon stars hit the MD in this amusing platformer. Zany humour and lots of puzzles make it a good laugh. 80%

ANOTHER WORLD

VIRGIN
● Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 81%

ARCH RIVALS

WING EDGE
● Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 52%

ARCUS ODYSSEY

IMPORT
● RPG in the style of Gauntlet. Two players simultaneously vandalise eight graphically excellent levels. There's a much-needed password save. 67%

ARIEL: THE LITTLE MERMAID

SEGA
● Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 61%

ARNOLD PALMER TOUR GOLF

SEGA
● One of the first golfing games, but still holding its own with the likes of PGA Tour Golf. Real feeling of being out there on the course, smacking little white balls. 70%

ART OF FIGHTING

IMPORT
● A classic Neo Geo beat-'em-up transformed into a very average MD game. Only for NG fans and those seriously into nostalgia. 60%

ATOMIC RUNNER

SEGA
● Impressive graphics and funky sound FX make this a solid platform shoot-'em-up. However, there are far better ones around and this wears thin after a few hours. 50%

AWESOME POSSUM

IMPORT
● An ecological platformer it may be but awesome it ain't. Recycle the cart - you could use it as an ice hockey puck or something. 23%

AXIS

IMPORT

● This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 71%

BACK TO THE FUTURE 3

SEGA
● Marty McFly, animated in the worst possible taste, proves to be a serious letdown in this disappointing film licence. Don't even think of testing it out! 20%

BAD OMEN

IMPORT
● This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts (and walls) to crack. 56%

BALLZ

ACCOLADE
● Surely one of the strangest beat-'em-ups ever made, this features clowns, ballerinas and rhinos - all made up of balls in a clever 3-D view. Refreshingly different and playable. 90%

BARKLEY, SHUT UP AND JAM

ACCOLADE
● Playable basketball sim that's unfortunately weak on challenge. Only worth a look if you've got three bored mates and a four-way tap. 72%

BART VS THE SPACE MUTANTS

FLYING EDGE
● This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so well done; the graphics, the difficulty, the sound, etc and it's packed with challenge. 78%

BART'S NIGHTMARE

ACCLAIM
● Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 70%

BATMAN

SEGA
● This fair conversion starring the caped crusader may get a tad boring, but the accurate graphics hold things together. 62%

BATMAN RETURNS

SEGA
● Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time. 36%

BATMAN: REVENGE OF THE JOKER

IMPORT
● Better than other Sega versions which isn't, saying much. However, large sprites and detailed backdrops show just how a Batman licence should be produced. 72%

BATTLE GOLFER

IMPORT
● A golden-olde arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 70%

BATTLE MASTER

IMPORT
● Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 62%

BATTLETECH

SONY
● Control a high-tech Mech monster around isometric levels in this tactical shoot-'em-up - a sort of Desert Strike with robots. Great graphics and lots of addictive action. 83%

BATTLETOADS

SEGA
● This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure. 34%

BEAST WARRIORS

IMPORT
● Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures, there's nothing nice about this game. 16%

BIMINI RUN

IMPORT
● A shoot-'em-up that tries to impress with a scenario other than outer-space. Is a bit of a laugh for a while, but soon becomes repetitive and boring. 47%

BLADES OF VENGEANCE

ELECTRONIC ARTS
● You've hacked and slayed the legions of darkness before (yawn) but EA give you another chance with this platformer. The scenario is tired but the two-player saves it from complete undeath. 59%

BLASTER MASTER 2

IMPORT
● A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's just so easy. 52%

BLOCK-OUT

ELECTRONIC ARTS
● Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging stuff. 68%

BOB

ELECTRONIC ARTS
● A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 53%

BONANZA BROS

SEGA
● Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in the two-player mode you'll soon have the lot completed. 52%

BONKERS

SEGA
● Originally intended as part of Sega's Kids Range, this represents pretty good value with four simple but playable games in one. Best suited to younger players. 74%

BOXING LEGENDS OF THE RING

ELECTROBRAIN
● A well put-together fistcuffs package with big sprites and plenty of guts. Just lacks that killer instinct and flashy style. 78%

BUBBA 'N' STIX

CORE DESIGN
● Play delivery man Bubba in this extremely puzzling platformer. The very intelligent gameplay and undeniably top-notch presentation will have you exploring level after level. 80%

BUBBLE & SQUEAK

SUNSOFT
● Cool platform adventure with puzzles revolving around helping your computer-controlled sidekick (Squeak) around the levels. Addictive gameplay and great graphics. 88%

BURBY

ACCOLADE
● Guide Bubby around his back garden. The cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over its stability. Good platform fun, though. 76%

BURBY II

ACCOLADE
● Excellent follow-up with lots of cute platform action that's ideally suited to younger players. Stunning cartoon animation and lots of clever sub-games make it very entertaining. 86%

BUCK ROGERS

ELECTRONIC ARTS
● Entry-level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big task to perform. 68%

BUDOKAN

ELECTRONIC ARTS
● The presentation builds up a terrific atmosphere. It's just a shame that beneath it's only a shallow beat-'em-up with few opponents and limited moves. 50%

BULLS VS BLAZERS

ELECTRONIC ARTS
● A very realistic basketball sim - fast and superbly simulated. The wide variety of shots, dunks and slams gives you a great choice of options, making the game a very playable affair. Not quite up to NBA Jam, though. 70%

BURNING FORCE

IMPORT
● A sad attempt at what should have been a thrilling blast-'em-up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times again. 22%

CALIFORNIA GAMES

SEGA
● All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 52%

CANNON FODDER

VIRGIN
● Sensible wacky shoot-'em-up has you guiding a group of soldiers around overhead-view stages, blasting enemy troops, vehicles and buildings. As playable as it is funny. 90%

CAPTAIN AMERICA AND THE AVENGERS

SEGA
● Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 32%

CAPTAIN PLANET

SEGA
● Join the Planetarians in an all too typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 34%

CASTLE OF ILLUSION

SEGA
● If you haven't got this, what have you been doing? This game has absolutely everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. More than this, it's good fun too! 85%

CASTLEVANIA

KONAMI
● Travel to Transylvania to stake out the naughty old Count in this very pretty platformer. Choose to be whip-lashing Johnny Morris (!) or spear-poking Eric battling through countless spiralling levels. 84%

CENTURION

ELECTRONIC ARTS
● A very welcoming historical strategy game with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 60%

CHAKAN

SEGA
● Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere - as does the music - but failing gameplay lets it down. 65%

CHAMPIONSHIP PRO-AM

IMPORT
● This is a cross between Super Off Road and Super Sprint with a good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 60%

CHAMPIONSHIP BOWLING

IMPORT
● An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 61%

CHAMPIONS WORLD CLASS SOCCER

ACCLAIM
● Ryan Giggs's endorsement doesn't improve an average footy game. Lacks the precision of Sensi and the passion of FIFA. You'll score a lot though. 70%

THE CHAOS ENGINE

MICROPROSE
● A conversion of the 'classic' computer game with a fun two-player mode. So long after the original, it looks a bit dated. 54%

CHESTER CHEETAH

IMPORT
● A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at Rocket Knight Adventures for a decent alternative. 35%

CHUCK ROCK

VIRGIN
● Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 70%

CHUCK ROCK 2

CORE DESIGN
● A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 63%

CLAYFIGHTER

INTERPLAY
● A conversion of the zany SNES beat-'em-up with clay-modelled fighters. Sadly it isn't too good and lacks playability. 49%

COOL SPOT

VIRGIN
● Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 83%

COLLEGE FOOTBALL

ELECTRONIC ARTS
● A halfway experiment between Madden '93 and '94 that allows you to play college teams against the all-time greats with more strategies and an updated presentation. 81%

COLUMNS

SEGA
● Such simple puzzle games as this never seem value for money, but when you'll play them for ages like this it all becomes clear. 80%

CORPORATION

VIRGIN
● A genetics company's secret experiments end in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 82%

COSMIC SPACEHEAD

CODEMASTERS
● Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. 79%

CRACKDOWN

SEGA
● Wander around Gauntlet-style levels, shooting everything that moves. The graphics are detailed and the gameplay addictive. 67%

CRASH DUMMIES

ACCLAIM
● Old platform styles revisited in this smash-'em-up. Entertaining and varied gameplay coupled with some good animation makes for fun. A bit too easy, though. 70%

CRUE BALL

ELECTRONIC ARTS
● Fast and furious pinball simulator. Tries to better the classy Dragon's Fury, but fails. Ten different tables and lots of bonus screens and Motley Crue music. Yuck! 54%

CYBERBALL

SEGA
● Futuristic American football with metallic monsters may sound strange, but its novelty is half the draw. The inaccurate graphics let it down. 36%

CYBORG JUSTICE

SEGA
● This is an average two-player beat-'em-up where the main attraction is that you can pull off the best parts of other cyborgs and bolt them on to yourself. 57%

DAFFY DUCK IN HOLLYWOOD

SEGA
● The plucky cartoon hero stars in his first MD game. Of course, it's a platformer, but a pretty good one all the same. Good graphics, humorous touches and plenty of playability. 83%



WONDER BOY V

SEGA
● The fifth, and most probably last, game in the series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 70%

WORLD CLASS LEADERBOARD

US GOLD
● Complete with the speech samples, this old classic finally arrives on the big Sega. Sadly, it fails to capture the realism of its main competitor, PGA Tour Golf. 67%

WORLD CUP ITALIA '90

SEGA
● This suffers from the same limited moves of *Tecmo World Cup '92*. Still, it was a brave attempt at the time and should be applauded for trying at least. 59%

WORLD CUP USA '94

US GOLD
● You get lots of options in this comprehensive footy sim. Unfortunately, annoying quirks in the gameplay put this below FIFA standard. 77%

WORLD HEROES

IMPORT
● A terrible conversion of the SNK coin-op featuring dire one-on-one combat action. Very limited and far too easy. 30%

WORLD OF ILLUSION

SEGA
● The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 86%

WRESTLE WAR

SEGA
● Getting the moves is so infuriating that your wrestling more with the joystick than with the actual game. 56%

WWF ROYAL RUMBLE

ACCLAIM
● Disappointing fight sim. Not enough characterisation and moves that are rather unsatisfying. Still, if you like the wrestlers you'll enjoy them flexing their sprites. 68%

X-MEN

SEGA
● A conversion of the *X-Men* arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 70%

YOGI BEAR

GAMETEK
● Mediocre platformer starring the smarter-than-average cartoon bear. The gameplay is dull and far too easy. 43%

ZERO TOLERANCE

ACCOLADE
● Doom-style 3-D maze shoot-'em-up that has surprises lurking around every corner. Lots of weapons and a huge complex to explore - plus cable-link two-player option. 84%

ZOO

EA
● This Amiga classic has been converted to console and continues to express a bizarre world with hundreds of hidden bonuses and a lot of interactive fun. 71%

ZOMBIES

KONAMI
● The arcade adventure that'll frighten the living dead out of you! Amazingly addictive gameplay and a huge playing area make this one for your collection. 85%



AFTER BURNER III

IMPORT
● Never in the history of games has there been a shoot-'em-up as static and boring as this one. Nice images that move at a horrendously slow and awkward update. Don't buy it. 5%

BATMAN RETURNS

SEGA
● Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. 78%

BC RACERS

CORE DESIGN
● The main downside to this wacky caveman racer is the lack of a split-screen two-player mode. Otherwise it's pretty playable stuff with great scaled cartoon graphics. 80%

BILL WALSH COLLEGE FOOTBALL

ELECTRONIC ARTS
● A pretty straight conversion from cart makes this a very playable American Football game. The CD version only adds that extra bit of FMV coaching. 85%

BRUTAL

GAMETEK
● Strange beat-'em-up with cuddly animal characters. Despite some innovative features, such as being taught how to perform special moves, the gameplay is only mediocre. 62%

CHUCK ROCK

SONY
● Not much different from the Mega Drive version. Similar graphics but nicer intro sequence and better sound. Still playable but doesn't use the machine's capabilities. 70%

CHUCK ROCK II: SON OF CHUCK

IMPORT
● The same old platform style is relieved by some polished graphics and difficult levels. The best thing about this release though is the terrific cartoon intro. 77%

DARK WIZARD

IMPORT
● Bizarre fantasy RPG set in the 'Magical Kingdom' of Cheshire. Fight off unconvincing sprites and even worse accents. 70%

DOUBLE SWITCH

IMPORT
● Very *Night-Trap*-ish FMV game that adds a few twists of its own. The challenge and constant switching around gets tedious after a while. 74%

DRACULA

SONY
● The blood-sucking Count gets resurrected this time to star in a formulaic scrolling beat-'em-up. No change of style or gameplay will bore you to undeath. 59%

DRACULA UNLEASHED

IMPORT
● This time you have to foil the Count in an FMV adventure. Collect clues, solve the mystery and marvel at the terrible cockney accents. Bloody good fun. 78%

DUNE CD

VIRGIN
● A great CD release featuring a space-age interactive adventure on a desert planet. It's a futuristic quest with plenty of strategy and some novel and well-constructed sci-fi ideas. 91%

DUNGEON MASTER II

JVC
● Old-hat RPG with very little character interaction as you explore 3-D dungeons. Very dull with slow disc access. 43%

EYE OF THE BEHOLDER

IMPORT
● Dire official Advanced Dungeons & Dragons game where you explore 3-D mazes, fighting monsters. This computer conversion lacks interaction and looks extremely dated. 18%

FINAL FIGHT CD

SEGA
● Seven massive levels of brutal mind-blowing graphics and sound lift this above any Mega-CD game before it. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original, even surpassing it in minor respects. 90%

FORMULA ONE WORLD CHAMPIONSHIP

SEGA
● Known as *Heavenly Symphony* on import, this authentic F1 simulation is the only decent racing sim on the Mega-CD. 87%

GROUND ZERO, TEXAS

SONY
● One of the most absorbing and original FMV games to date. The usual camera switching is combined with vicious *Lethal Enforcers* style shoot-'em-up and some passable (very fluffy) character acting. 89%

HEART OF THE ALIEN

VIRGIN
● Terrific arcade adventure with superb animation and sound as you explore an alien planet. The sequel to *Another World*, it also includes the original on the same disc! Great playability and a massive challenge. 90%

HEIMDALL

JVC
● Even non-adventure fans should enjoy this excellent Viking RPG, thanks to a friendly control system and some attractive *Landstalker*-style isometric graphics. A top-notch CD soundtrack adds to the atmosphere. 88%

JURASSIC PARK

IMPORT
● Another step on the FMV ladder with all-round rendered graphics QSound and tons of puzzles to solve. Guaranteed to give you goosebumps as the dinos advance! 87%

THE LAWNMOWER MAN

TIME WARNER
● A belated conversion of the movie which takes you into virtual reality via ten very varied arcade and puzzle sections. With some superb rendered graphics and sound, it's fun to play - if a bit simplistic. 86%

LETHAL ENFORCERS II

KONAMI
● An enhanced CD version of the excellent shoot-out sequel, played with light gun or joystick. As well as better speech and music, the action is slightly faster and more challenging. 87%

LUNAR: THE SILVER STAR

IMPORT
● A brilliant RPG that will transport you to a fantastic anime world. Loads of townspeople to talk to, very slick presentation and a good plot - its only imperfections are the weak combat sequences. 90%

MAD DOG MCCREE

IMPORT
● A fun FMV trip through the Wild West. Shoot the bad guys, miss the good guys and don't get bushwacked. Good to play but the graphics are woefully blocky. 71%

MEGA RACE

MINDSCAPE
● Some entertaining FMV presentation can't disguise the very basic gameplay in this futuristic TV gameshow racer. 66%

MICKY MANIA

SONY
● Another 'enhanced' CD version of the cartridge, this looks and plays remarkably similar, with only improved music and extra speech. Still a great platform game, though. 85%

MONKEY ISLAND

LUCAS ARTS
● The old point 'n' click Amiga adventure game gets onto CD and loses all sense of playability on the way. Disc access is excruciatingly slow. 61%

MORTAL KOMBAT

ACCLAIM
● Who has never heard of this, the most famous fighting game of all time? The Mega-CD version has been well enhanced with extra graphics and sound, making this probably the most arcade-perfect conversion on any console format. 86%

MYSTERY MANSION

SEGA
● A rendered adventure along *Jurassic Park* lines. The problem is that it's confined to a small area and solving the mystery won't keep you busy for long. 57%

NBA JAM

ACCLAIM
● The belated CD conversion of the classic basketball sim features few extra frills. However, it retains the same excellent playability, particularly with four players. 86%

NFL'S GREATEST: SAN FRANCISCO VS DALLAS

IMPORT
● A real FMV turkey. Supposedly you've got the chance to re-live some classic NFL confrontations, instead you just flick through grainy repetitive sequences. 28%

NHL HOCKEY

ELECTRONIC ARTS
● Another more-or-less unchanged arrival from cart with FMV trappings. Essentially a good ice hockey sim but the power of the CD seems to have been wasted. 82%

NIGHT TRAP

SEGA
● One of the first CD games to use full motion video, although highlighting the usual display limitations of the Mega-CD. It's a big game and there's lots of challenging gameplay to get to grips with. 73%

NOVASTORM

PSYGNOSIS
● This 3-D FMV blaster is an improvement on *Microcosm* but still lacking interaction and excitement. Some great guardians are the highlights in an otherwise dull game. 72%

PITFALL: THE MAYAN ADVENTURE

PSYGNOSIS
● An excellent conversion of the cartridge game with superb sound and three whole extra levels. The graphics are superbly detailed and colourful, while the platform action is addictive. 90%

POWERWAGON

ELECTRONIC ARTS
● A huge strategy sim that it'll take ages to complete. The downside is just how repetitive the gameplay is. 77%

PRINCE OF PERSIA

SEGA
● Totally engrossing, but possibly too challenging: platform adventuring at its toughest. The main character is particularly well animated as he jumps and climbs around. 65%

PRIZEFIGHTER

ELECTRONIC ARTS
● Excellent two-listed action that cleverly uses black and white FMV to give that authentic Ragin Bull feel. Bags of atmosphere and some brutal opponents. 78%

REVENGERS OF VENGEANCE

IMPORT
● An interesting mixture of roleplaying, beat-'em-up and blasting gameplay makes for an enjoyable adventure. 85%

ROAD AVEGGER

SEGA
● Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 60%

SENSIBLE SOCCER

SONY
● The lifelike sound and lasting playability give this an atmosphere to savour. The first CD footy title sets a very high standard. 86%

SEWER SHARK

SEGA
● Grainy graphics provide the feel of a futuristic adventure. Atmosphere and story are great but gameplay is too shallow. 62%

SHERLOCK HOLMES

SEGA
● A welcome change to an action-packed market. Only three cases to solve but user-friendly interface and complex clues prolong life. 78%

SHADOW OF THE BEAST II

PSYGNOSIS
● Merely a deluxe version of a very familiar platform game. Definitely hasn't aged too well. Better off in the vault of videogames history. 59%

SHERLOCK HOLMES II

SEGA
● Three more cases await Holmes in a sequel that boasts impressive film sequences (totalling an extra one hour's worth). Shame the challenge is limited. 79%

SILPHEED

IMPORT
● Behind the spectacular and deceptive polygon shapes, this is really a straight forward, old fashioned shoot-'em-up. The effects are worth seeing but the gameplay is just too dated. 67%

SNATCHER

KONAMI
● Linear but hugely engrossing futuristic adventure with an '18' rating. Great sound and graphics, plus the old shooting section. 80%

SOULSTAR

CORE
● Another great 3-D shoot-'em-up from CD masters Core. Three different vehicles, linear and 360° stages, plus top-notch scaled graphics make it a highly enjoyable blast. 88%

SONIC CD

SEGA
● A brilliant new adventure featuring the hedgehog in a time-travelling adventure. Great ideas, plenty of chaotic action, incredible speed and totally absorbing audio effects. 90%

SPIDEY VS KINGPIN

SEGA
● Big in quantity (lots of levels) but sadly lacking in quality. Nothing the MD couldn't do much, much better. Doesn't use any of the Mega-CD's real capabilities. 37%

STAR BLADE

SEGA
● Conversion of the classic Star Wars-style arcade machine. The mindless 3-D blasting soon gets boring as you have no control over your ship's movement - only the lasers. 53%

STAR WARS CHES

MINDSCAPE
● Oh dear. This tries to live up chess with animated battles between the pieces (all Star Wars characters) but these soon irritate as they slow the game down even more. 42%

STAR WARS: REBEL ASSAULT

JVC/MARUBENI
● One of the best CD shoot-'em-ups around, thanks to varied stages (including some on-foot sections) and great Star Wars presentation. An additive challenge. 82%

STELLAR-FIRE

SIERRA
● A truly awful title that crawls along a boring landscape and occasionally meets some blocky alien attackers. Ugly. 19%

TIME GAL

WOLFTEAM
● Fantastic cartoon-quality graphics throughout and some great CD music. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, this game's still worth checking out. 80%

THUNDER STORM FX

WOLFTEAM
● Wolfteam's conversion of the original arcade hit, *Cobra Command*. Guide your souped-up gunship around a hostile battle zone, but watch out for those mountains! An old game but still pretty playable. 78%

THUNDERHAWK

CORE
● An explosive and action-packed warfare release that uses advanced scaling techniques to enhance the perception of war through the eyes of a chopper pilot. Starts off as great blasting fun, then becomes a little repetitive and eventually much too easy. 79%

VAY

IMPORT
● An enchanting RPG with a well-thought-out adventure. Lots of puzzles to solve, characters to meet, and weapons and magic to buy. Almost as good as *Lunar*. 83%

WING COMMANDER

ELECTRONIC ARTS
● Fun 3-D space shoot-'em-up that'll have you saving the galaxy (again). Nice dogfighting action and lots of missions. Bit of a shame about the poor scaling though. 79%

WOLFCHILD

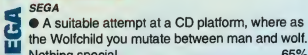
SEGA
● A suitable attempt at a CD platform, where as the Wolfchild you mutate between man and wolf. Nothing special. 65%

WONDER DOG

SEGA
● Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound FX, there is nothing that justifies its appearance on CD. 73%

WWF: RAGE IN THE CAGE

ACCLAIM
● Perhaps surprisingly this kind of showbiz wrestling transfers rather well onto CD with some good intros and enjoyably silly holds and moves. Very entertaining. 80%



ADDAMS FAMILY

ACCLAIM
● A puzzle platformer every bit as good as the MS version. The crystal screen doesn't detract from the kooky-spooky atmosphere and general adventuring. 72%

ANDRE AGASSI TENNIS

TECMAGIK
● A poor tennis release with major flaws in the opponent's skill-level difference and sprite display. Without a gear-link as well, this just does not deliver the goods on the small screen. 40%

ALADDIN

SEGA
● Lack of challenge really leaves this in the doldrums. Pretty to look at, but just not enough to do or see. 58%

ALIEN 3

ARENA
● All-action platform game with superb graphics and atmospheric tunes. *Alien3* offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 78%

ALIEN SYNDROME

SIMS CO
● The conversion of a really old arcade machine has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. Still worth checking out. 74%

ARIEL: THE LITTLE MERMAID

SEGA
● Ariel may look the business but that's just about as far as it goes. A waste of a Disney licence and not much fun unless you are a complete beginner. 54%

ASTERIX SEGA ● Yet another standard platformer that will have you yawning. Some nice bits but overall too little thought has gone into this. 52% AX-BATTLER SEGA ● One of the stars of <i>Golden Axe</i> features in his own game. Be warned, this is a very Japanese-based RPG and nothing like the great <i>Golden Axe</i> . It's very unfriendly and poorly executed. 46% BART VS THE SPACE MUTANTS FLYING EDGE ● Move out Mario, shift over Sonic, Bart and family are in town. This fine example of an arcade adventure pushes every part of the hand-held to its limits with superb graphics, great sound and devilishly good gameplay. 90% BATMAN RETURNS SEGA ● Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 58% BATTLETOADS SEGA ● Nice looking beat-'em-up that gets progressively more impossible to play. Probably that bit too frustrating even for fans of these likable amphibians. 65% BATTER UP SEGA ● The control method is extremely quirky and the computer player seemingly unbeatable. Apart from that, it's a fair version of America's (and Japan's) favourite sport. 70% THE BERLIN WALL KANAKO ● Mega-colourful and crammed with cutesy bad guys and <i>Bubble Bobble</i> style graphics. Innovative guardians, a plethora of pops and jings and over 25 packed levels. 80% BUSTER BALL RIVERHILL ● <i>Speedball</i> is a game that's not out on GG, but <i>Buster Ball</i> goes some way to make up for this. Graphics are of high definition, however, there's very little content making the game quickly boring. 59% CASTLE OF ILLUSION SEGA ● Everyone's favourite game is even better on the Game Gear with shrunken graphics that make Mickey look superb. Most of the rooms from other versions are here, making it an essential purchase. 90% CHAKAN: THE FOREVER MAN SEGA ● Dark and atmospheric setting that didn't work as well on the MD as it does on the Gear. Simplistic play suits the Gear to a tee! Outstanding graphics and great sound! 86% CHASE HQ TAITO ● Basically <i>Out Run</i> with guns in a typical Miami Vice environment. Pity this lacks content and is far too easy. 62% THE CHESSMASTER SEGA ● Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 80% CHUCK ROCK SEGA ● Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamer. Challenging levels throughout and totally addictive. 82% CHUCK ROCK 2 ● Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as on the MS though. 75% CJ ELEPHANT FUGITIVE CODEMASTERS ● You won't pick this up again in a hurry. It'll shock you with its samey structure and slap you about the face with its far too easy-ness. Yuk. 37% COLUMNS SEGA ● Very tough and challenging puzzle game in the style of <i>Tetris</i> . Excellent in one-player, but even better with two players linked up. One of the all-time classic Sega games on any machine. 91% COSMIC SPACEHEAD CODEMASTERS ● A superb portable interactive adventure that's as appealing and attractive as the <i>Dizzy</i> saga of releases. It's very colourful and the variety in gameplay is solid and addictive. 83% CRASH DUMMIES ACCLAIM ● All that's here is a small compendium of very short and addictive stages that may interest the very inexperienced but at this price, we really doubt it! 46% CRYSTAL WARRIORS SEGA ● Fair fantasy RPG. Bright and clear graphics, although a tad small at times, are impressive overall. 73% DEFENDERS OF OASIS SEGA ● A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 81% DESERT SPEEDTRAP SEGA ● Looks better on the small screen but this platformer still suffers from too few levels. The animation will make you forget its failings for a short time. 66% DINO BASHER CODEMASTERS ● This platformer looks prehistoric even with extra-speed, power-ups, spells etc. Not enough quality or quantity. 10%	DOUBLE DRAGON VIRGIN ● A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also much too slow and frustrating. 40% DRAGON VIRGIN ● Not the same as the Mega Drive version T all. This is not as bad as Robocop but it's still a lightweight title with little muscle and unoriginal gameplay. A disappointing beat-'em-up. 52% DRAGON CRYSTAL SEGA ● A very big game for such a small machine and well worth the attention of RPG buffs. Lots of pick-ups and plenty of people to talk to. 75% DROP ZONE CODEMASTERS ● A conversion from the Archer Maclean original. Shoot-'em-ups like this had their day years ago. The graphics are basic, the gameplay is limited and objectives dull. 26% EVANDER HOLYFIELD BOXING SEGA ● Very realistic and provides a challenge for all abilities. Novel "invisible man" perspective is a nice touch. 78% ECCO SEGA ● The aquatic softy swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 90% ECCO: THE TIDES OF TIME SEGA ● Fans of the original will no doubt enjoy the puzzles in this sequel, but it's perhaps a bit too similar to its predecessor. 74% ERNIE ELS GOLF CODEMASTERS ● The South African whizkid stars in this creditable golf sim. It's easy to get into and the 3-D view uses a special 64Kbit graphics chip. Not quite on a par with <i>PGA Tour</i> though. 79% F1 CODEMARK ● Brilliant racing sim with Grand Prix tracks, pit-stops and complete car set-up with wings, torque/power and tyre type. Tough opposition from the computer drivers. 81% FANTASY ZONE SEGA ● Play this game with your sunglasses on. The small screen and colours make this a real eye strain. But, that's what this shoot-'em-up's about – totally OTT. 79% FANTASTIC DIZZY CODEMASTERS ● Even on the small screen <i>Dizzy</i> makes for a great portable adventure. The interactive cartoons are great fun to puzzle out. 89% FIFA INTERNATIONAL SOCCER ACCLAIM ● Extremely disappointing conversion of the classic MD soccer sim. It looks okay, but the shots are weedy on an oversized pitch, while passing is almost impossible. 56% FIRE & ICE VIRGIN ● Graphically pretty, gameplay dull. Same old story of another platformer that gets annoying and tedious. 56% GALAGA '91 NAMCO ● A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. 55% GEORGE FOREMAN'S BOXING ARENA ● This sad boxing sim (also known as <i>Heavyweight Champ</i>) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 48% GG ALESTE COMPILE ● <i>Halley Wars</i> falls into insignificance against this ultimate blaster. Smooth scrolling, original guardians and ear-busting SFX make for an unforgettable experience. 88% GLOBAL GLADIATORS VIRGIN ● The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58% G-LOC SEGA ● G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60% GP RIDER SEGA ● An average bike racer that's unlikely to break any track records. Fun to start with there's just too little detail and scenery to differentiate one track from another. 76% HALLEY WARS SEGA ● The action is fast and the weapons big, ensuring some excellent blasting action. The five levels are very different and each require special tactics to finish. 81% HOME ALONE SEGA ● Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with only two crooks up against you. 38% HOOK SONY ● A very average platform game that's way past its sell-by date. Initially watchable enough, you'll soon be frustrated and bored. 58% THE HUMANS GAMETEK ● This above average puzzler may look the part, but it is lacking the playability that <i>Lemmings</i> offers. It's also frustrating. 75%	THE INCREDIBLE HULK US GOLD ● A bog-standard platform romp for the green superhero. The laborious punching action will make you very angry. 44% INDIANA JONES 3 SEGA ● Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. 68% JAMES POND II US GOLD ● This is a terrific hand-held adventure for anyone. Agent Robocop must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 88% JOE MONTANA FOOTBALL SEGA ● Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 80% KLAX DOMARK ● Klax has been described as "devastatingly addictive." 89 levels of brain-teasing, fast and furious block-building action will keep all GG players on their toes. 85% KRUSTY'S FUN HOUSE ACCLAIM ● A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 70% LAND OF ILLUSION SEGA ● It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 90% LEGEND OF ILLUSION SEGA ● Mickey Mouse's third GG platform adventure features familiar but addictive gameplay and great cartoon graphics. 86% LEMMINGS SEGA ● Take control of the <i>Lemmings</i> and save their skins with various constructive activities. Extraordinary graphics and a game which offers a real challenge. 88% THE LUCKY DIME CAPER SEGA ● Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 90% MARBLE MADNESS DOMARK ● The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically absolutely superb. 70% MEAN BEAN MACHINE SEGA ● Excellent puzzle action with great characters, strategies and mind-bending action. Full of beans, best against a mate. 90% NIGHTY MORPHIN POWER RANGERS SEGA ● Simple one-on-one beat-'em-up lets you choose between Rangers with different special moves. But it's all way too easy. 39% MONSTER WORLD II SEGA ● A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 79% MORTAL KOMBAT ACCLAIM ● The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 90% MORTAL KOMBAT II ACCLAIM ● A superlative sequel with stunning sprites and excellent beat-'em-up gameplay. Several new characters and loads of special moves to try out. Brilliant stuff. 94% NBA JAM ACCLAIM ● Great dunks and moves really work well on the GG. A basketball so addictive it should have a health-warning. Make sure you don't miss it. 90% NINJA GAIDEN SEGA ● Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a password system. 74% OLYMPIC GOLD US GOLD ● Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 69% OUT RUN SEGA ● The classic racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than <i>Super Monaco GP</i> . 70% OUT RUN EUROPA SEGA ● The road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, it will fall to impress the majority of gamers. 60% THE OTTIFANTS SEGA ● Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and detract from the overall appeal. 53%	PAC-MAN SEGA ● What a great little game this is. Everything is just like in the coin-op – even the music brings back memories. Trouble is, after a while it soon wears off and boredom sets in. 58% PAPERBOY DOMARK ● Die-hard <i>Paperboy</i> addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 70% PENGO SEGA ● This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 73% PGA TOUR GOLF TENGEN ● This is one for a long journey as this portable game of golf will provide golfing fans with a worthwhile and well constructed interpretation of the PGA event. 85% POPILS DOMARK ● Puzzle fans everywhere should own this. Totally cutesy graphics are enhanced with reasonably good sound FX. Addictiveness is the key to this great GG game. 83% PRINCE OF PERSIA DOMARK ● One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 90% PUTT AND PUTTER SEGA ● When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it very playable. 80% RASTAN SAGA SEGA ● Underrated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. 87% REN & STIMPY SEGA ● Funny animation doesn't a great game make – this proves it. Under the surface there are no new ideas. 65% RC GRAND PRIX IMPORT ● Even though many find radio controlled cars a great pastime, it doesn't seem to come across too well in this game. This has all the right elements, but doesn't manage to keep you glued to the controls. 57% RISTAR SEGA ● Sega's new shooting star hero sparkles in this playable platform game. Despite not being quite as varied as the MD version, it suits the hand-held well. 81% ROBOCOP 3 ACCLAIM ● No originality in this game that re-hashes a tired old format. Poor, even taking into account the limitations of the small screen. 50% SHINOBI SEGA ● Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 80% SHINOBI II SEGA ● Totally addictive gameplay with different routes to explore taking you everywhere. Rescue your fellow ninja and find those Elemental Crystals to let you enter the final battle. It's addictive, but as with the first, it may be too easy. 86% SLIDER SEGA ● Also known as <i>Skweek</i> , it has colourful graphics that are a tad on the small side. All the addictiveness of <i>Klax</i> with 30 password levels. 82% SONIC DRIFT SEGA ● Surely the worst Sonic title ever, this appalling racing game is the easiest we've ever seen. Pretty graphics can't compensate for the dull, pitifully simple racing. 30% SONIC THE HEDGEHOG SEGA ● Crystal clear, super fast graphics with original zones and guardians based on the MS version. Love him or loathe him, Sonic fits in your pocket in fine style. 85% SONIC THE HEDGEHOG 2 SEGA ● Excellent scrolling and sprite animation improves on the first game, although it plays very similarly. This is probably the best of Sonic's hand-held adventures. 90% SONIC SPINBALL SEGA ● Sonic stars in his own pinball game – as the ball! Fun at first, but the reliance on luck leads to frustration. 60% SONIC TRIPLE TROUBLE SEGA ● Sonic stars in another platform adventure, but the levels are samey, the enemies too few and it's all a bit too easy. 71% SPIDER-MAN FLYING EDGE ● Based on the MD version. It's packed with cartoon story statics and some enthralling gameplay over five massive stages. 84% SPIDER-MAN 2 ACCLAIM ● A disappointing follow-up. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, but not amazed. 66%	S.S. LUCIFER CODEMASTERS ● As playable as its MD counterpart, this puzzler has you saving drowning passengers on a sinking ship. Addictive fun, but it could all be over too soon. 70% STAR WARS US GOLD ● With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A hit with any fan of the movie. 87% STREETS OF RAGE SEGA ● Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 87% STREETS OF RAGE II SEGA ● A superb beat-'em-up that features an extra character and a host of graphical and audio attributes that put this in the same league as the classic MD hit. 88% SUPERMAN VIRGIN ● Good old Superman has finally made his way on to the hand-held and he's pretty good too! Novices may find this a little difficult, but at least it will keep you going for a while. 74% SUPER GOLF SIGMA ● Golfing made simple. Not as realistic as <i>Leaderboard</i> but just as much fun. Cartoon graphics, caddies with different personalities and colourful option screens make this a sim for the less serious golfer. 80% SUPER KICK OFF SEGA ● The definitive footy game on the GG. Amazing playability makes the MS version blush with shame. Fast gameplay means frantic goal scrambles, but there is some speed blur. Great game. 90% SUPER MONACO GP SEGA ● While there's certainly speed, it lacks everything else – especially feel. The graphics are ultra simplistic, sound basic and gameplay very boring. 55% SUPER MONACO GP II SEGA ● Nothing more than an average racing simulator. Top quality scrolling really works. Terrible sound effects and laborious backgrounds don't. What a shame. 60% SUPER OFF ROAD RACER VIRGIN ● With eight stages of arcade racing madness, this is thoroughly challenging and compelling from the word go. Highly recommended. 87% FLYING EDGE SEGA ● Remember the arcade game? Forget this then. Dire sprite animation and repetitively poor graphics totally ruin a good license. Just don't bother. 58% TAILSPIN SEGA ● Disney games are renowned for their cartoony feel and this is no exception although it falls miserably in the gameplay stakes. 35% TAZ-MANIA SEGA ● A good platform game with tremendous variety in graphics and sound. There's a tough challenge set in the opening levels, but it's worth persevering. 70% TAZ IN ESCAPE FROM MARS SEGA ● Taz returns in another fairly polished platform adventure, but it lacks originality and is too similar to its predecessor. Nevertheless, fans should enjoy it. 63% THE TERMINATOR VIRGIN ● One of the finest platform blasters ever to arrive. Absolutely superb sprite animation and some totally challenging missions. A few game-play quirks may prove annoying, but everything else is tops. 88% TERMINATOR II ARENA ● A mediocre release that tends to fall into the same category as many other film-based releases with the standard platform action and only a reasonable attempt to adapt the movie plot. 65% T2: JUDGMENT DAY SEGA ● Twice as flickery, just as dull and tedious this must be one of the worst releases for the GG ever. There's no excuse for lack of effort. This game should be terminated. 20% TOM AND JERRY SEGA ● A cat and mouse chase in search of hidden treasure takes you through six action-packed levels. Plenty of traps and fun cartoon characters make this an enjoyable adventure. 74% ULTIMATE SOCCER SEGA ● A playable soccer sim that has all the stats and option but fails to match the appeal of <i>World Cup Soccer</i> . Controls are fiddly and sprites are a little shoddy. 68% VAMPIRE MASTER OF DARKNESS SEGA ● Victorian vampires are sweeping London like the plague. It's up to you to get rid of them! A real blood-sucking platform adventure, taking you through the heart of London in the grisly 1900s. 80% THE VIKING CHILD GAMETEK ● Cuteness at its best. A platform adventure which offers a large amount of gameplay. Eight stages of immense fun coupled by totally creative backgrounds. 81%
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ALEX KIDD AND THE LOST STARS

SEGA
● Usually Alex Kidd provides you with a testing challenge that will last for months on end. Not this one! 65%

ALIEN 3

ACCLAIM
● As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a winner. 80%

ALIEN STORM

SEGA
● Massive "save the human race" game, with cool visuals, but a bit easy. A sort of *Golden Axe* in the 21st century. 75%

ALIEN SYNDROME

SEGA
● If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy alien-infested ships. 77%

ALTERED BEAST

SEGA
● Bad conversion of popular coin-op. A beat-'em-up that's severely flawed by flickery sprites and scrolling. 40%

AMERICAN BASEBALL

SEGA
● Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bit of bat and pitch play. 70%

AMERICAN PRO FOOTBALL

SEGA
● This takes a top-down view of the proceedings. The graphics are small, but distinct and have a little animation. Good for beginners as everything is kept simple. 67%

ARCH RIVALS

FLYING EDGE
● Basketball with an attitude as rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player. 69%

ARCADE SMASH HITS

VIRGIN
● Centipede, Break-Out and Missile Command all in one cart. All the games are basic but pretty playable. 66%

ASSAULT CITY

SEGA
● A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 68%

ASTERIX

SEGA
● This arcade adventure captures the feel of the comic books very well, but the gameplay now looks a bit tired. 72%

● Nice graphics, with some of the best sprites on the MS, but the platform gameplay is too predictable. 74%

AZTEC ADVENTURE

SEGA
● Could have been a fun arcade adventure if you didn't return to the start every time you die. If the graphics weren't good, it would be insufferable. Good graphics rescue it. 60%

BACK TO THE FUTURE III

FLYING EDGE
● Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 69%

BANK PANIC

SEGA
● If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 63%

BART VS THE SPACE MUTANTS

FLYING EDGE
● The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 90%

BASKETBALL NIGHTMARE

SEGA
● An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 79%

BATMAN RETURNS

SEGA
● Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 43%

BATTLE OUT RUN

SEGA
● You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome *Out Run* rehash. 57%

BLADE EAGLE 3-D

SEGA
● Addition of 3-D graphics pulls this shoot-'em-up above the level of the usual. Little challenge on the early levels but punishes on the last. 64%

BOMBER RAID

SEGA
● Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes boring. 30%

BONANZA BROS

SEGA
● Great graphics and extra bonus stages. Really a two-player game it's also brilliant in one player as you try to loot all ten stages. 87%

BUBBLE BOBBLE

SEGA
● Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player. 81%

BUGGY RUN

SEGA
● An enjoyable run over some sandy courses. As usual, these kind of races are more of a laugh (and a challenge) on two-player. 70%

CALIFORNIA GAMES

SEGA
● Six events - skateboard, football, surfing, BMX, half-pipe and frisbee - are all fairly playable, if a bit simple. 68%

CALIFORNIA GAMES II

SEGA
● Hanging ten may be fine in California but it's not very interesting on the Master System. Every event looks dated and gameplay is simple. 58%

CASINO GAMES

SEGA
● This will help solve your addiction to one arm bandits in five minutes. After playing all of the games, you'll be sick of the sight of them. Do!n't gamble on this one. 34%

CASTLE OF ILLUSION

SEGA
● Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 90%

CHAMPIONS OF EUROPE

TECMAGIK
● Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and good gameplay. 85%

CHASE HQ

SEGA
● What *Battle Out Run* was trying to be, but this isn't much better. It takes ages to reach the drug-dealer's car and if you mess up it takes ages to relocate them again. 62%

CHOPLIFTER

SEGA
● Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 84%

CHUCK ROCK

VIRGIN
● A hilarious Neanderthal platform adventure with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 79%

CHUCK ROCK 2

CORE
● Chuck's son brings some stone-age humour to the MS. Good platform action from start to finish. If you liked the original... 74%

CLOUD MASTER

SEGA
● You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five skyward levels. 60%

COLUMNS

SEGA
● Possibly the best Sega machine implementation of this excellent *Tetris* beater. It is far more enjoyable and rewarding than the popular original, especially in two-player versus mode. 90%

COSMIC SPACEHEAD

CODEMASTERS
● A brilliant interactive cartoon with a solid plot and plenty of simple, yet addictive, puzzles to work out. You'll also find many different styles of arcade action here. 92%

CRASH DUMMIES

ACCLAIM
● A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 50%

CYBER SHINOBI

SEGA
● The *Shinobi* series never seems to stop and although different, this contains similar elements seen in the others. Gameplay lacks content and it's fairly easy. 58%

CYBORG HUNTER

SEGA
● While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 52%

DANAN: THE JUNGLE FIGHTER

SEGA
● Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 60%

DEAD ANGLE

SEGA
● A simple *Op Wolf* clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss if you know what's good for you. 41%

DEEP DUCK TROUBLE

SEGA
● Fun - if a more than a little samey - sequel to the playable *Donald Duck*. The only real quibble with this well constructed platformer is that there isn't enough of it! 79%

DESERT SPEEDTRAP

IMPORT
● A neatly-presented platformer that, unfortunately, isn't as good as it looks. Too few levels will mean the fun won't last. 61%

DESERT STRIKE

DOMARK
● The classic wargame is brilliantly recreated on the MS. Everything from the MD version has been included. A real achievement and top of any MS owners list. 92%

DINORASHER

CODEMASTERS
● Despite some decent graphics and sprites the constant repetition of levels and enemies will see boredom set in far too early. 51%

DOUBLE DRAGON

SEGA
● This is a very accurate conversion suffering from being a bit too easy for a game with only a few levels and similar gameplay. 59%

DOUBLE HAWK

SEGA
● Two fighters must blast all who stand in their way, picking up all the available power-ups. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 60%

DRAGON

VIRGIN
● Two Mbit and too old. With so little memory available this is missing that killer punch a beat-'em-up needs. 47%

DRAGON CRYSTAL

SEGA
● This seems lost and vacant in the abyss of a TV screen. Even so, there's probably enough challenge in there to keep RPG fans happy for months. 76%

DYNAMITE DUKE

SEGA
● If you like your action simple point 'n' shoot you can go wrong here. It's very similar to *Operation Wolf*, but the graphics are far superior. 64%

DYNAMITE DUX

SEGA
● A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects play, but overall it's a lot of fun to play. 75%

ECCO THE DOLPHIN

SEGA
● If you're looking for an excellent MS game, look no further. It's so playable it releases the MS from its watery grave. 91%

F1

DOMARK
● A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. A basic race sim. 61%

F-16 FIGHTER

SEGA
● Ten levels packed with MiGs. Sadly, it suffers from being too complex for its own good; it's neither simple fun to play or taxing on the brain. 60%

FANTASTIC DIZZY

CODEMASTERS
● The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. Great! 90%

FANTASY ZONE

SEGA
● For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sunglasses! 84%

FANTASY ZONE 2

SEGA
● More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 85%

FANTASY ZONE 3

SEGA
● The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

FIRE AND FORGET II

SEGA
● Sod the storyline, let's just stick a gun on the car and see how it goes. Well it doesn't go too bad, actually. 73%

THE FLINTSTONES

ACCLAIM
● The quality of programming is evident, except everything is very simple to execute and soon bores you. 59%

GAIN GROUND

SEGA
● You and a friend have to choose from a band of warriors and attack a number of strongholds. Good gameplay and very addictive. 76%

GALAXY FORCE

SEGA
● This coin-op game is good fun. Some hideous enemy sprites but it only makes you more determined to blow them to bits. 79%

GANGSTER TOWN

SEGA
● Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun but like most gun games, becomes boring. 54%

GAUNTLET

SEGA
● Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

GEORGE FOREMAN'S KO BOXING

ACCLAIM
● Boxing simulation, also known as *Heavyweight Champ*, that offers different fighters. Gameplay is mediocre. 59%

GHOSTBUSTERS

SEGA
● Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 40%

GHOST HOUSE

SEGA
● Some things in life were never meant to be. This ghostly (ghostly) encounter requires little skill and is aimed at being a very young players. 45%

GHOULS 'N' GHOSTS

SEGA
● A medieval romp through the undergrowth and onto gigantic gumpies. May not have all the special FX, but plays very well. 83%

GLOBAL DEFENSE

SEGA
● A freak accident has caused missiles from all over the world to zoom off into space. You must blow them up. Simple, but effective. 65%

GLOBAL GLADIATORS

VIRGIN
● It may look like one of the best MS games around, but the control method is a complete letdown and is frustrating after about five minutes. 62%

G-LOC

SEGA
● A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 77%

GOLDEN AXE

SEGA
● A respectable attempt at portraying a favourite hack-'em-up. But you only get the choice to control one player, not three. 70%

GOLDEN AXE WARRIOR

SEGA
● Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action - just lots of adventuring. 67%

GOLFAMANIA

SEGA
● For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's good fun to play. 79%

GOLVELLIUS

SEGA
● The evil Golvellius has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 67%

GP RIDER

SEGA
● The riding stunts may be high, but the flickery sprites and poor graphics let *GP Rider* down. There's little variety between races and an annoying control method. 48%

GREAT BASEBALL

SEGA
● Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are decent and it's still playable. 70%

GREAT BASKETBALL

SEGA
● Die-hard fans will be more at home here. The two-player mode makes the game a decent challenge, but the CPU opponents are sadly too easy. 70%

GREAT FOOTBALL

SEGA
● There is no reason to buy this game with the likes of *Joe Montana* already out. This is a crinkly attempt without any atmosphere. 54%

GREAT GOLF

SEGA
● There is no reason to buy this game with the likes of *Leaderboard* already out. This is showing its age. 53%

GREAT ICE HOCKEY

SEGA
● Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

GREAT VOLLEYBALL

SEGA
● The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 51%

HANG-ON

SEGA
● How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant but excellent value for those on a budget. 75%

HEROES OF THE LANCE

US GOLD
● This is very slow and monotonous. Plenty of characters to play with but even with the combat scenes boring, there's not much hope. 48%

HOME ALONE

SEGA
● Bouncing around different houses, avoiding crooks and picking up items is the general idea in *Home Alone*. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 56%

IMPOSSIBLE MISSION

US GOLD
● An excellent conversion packed with everything from the original, even the speech. The animation is second to none. Superbly addictive and great gameplay. 88%

THE INCREDIBLE HULK

US GOLD
● As with the GG version, this mediocre platform beat-'em-up suffers from extremely repetitive, laborious gameplay. It's also way too easy - even on Hard level. 44%

INDIANA JONES 3

US GOLD
● Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 70%

JAMES POND II

US GOLD
● This platform adventure is very much like a shortened *Super Mario World* with each level carrying a colourful toy theme that's achieved by outstanding graphics. 87%

JOE MONTANA FOOTBALL

SEGA
● If only it wasn't so blinking easy, it would keep you playing for ages. There are tons of moves plus Joe's recommendations. Overhead side-view works well. 76%

JUNGLE FIGHTER

SEGA
● Scrolling sword-fighting game that becomes very addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 50%

KENSEIDEN

SEGA
● While there's no doubting the size of *Kenseiden*, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

KLAX

TENGEN
● Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. Still addictive and quite playable, though. 73%

KRUSTY'S FUN HOUSE

ACCLAIM
● Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps made by The Simpson family. 80%

KUNG FU KID

SEGA
● You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of mediocrity. 50%



ACE OF ACES

SEGA
● Simple MS flight sim. In-game graphics are pretty dreadful. 50%

ACTION FIGHTER

SEGA
● Dodging, shooting or bumping into the vehicles soon gets very repetitive, even with a few surprise elements. Not enough overall content. 48%

THE ADDAMS FAMILY

ACCLAIM
● Enjoyable platform adventure where some things are perhaps too hard to find. Quite a challenge for puzzle-freaks, not for action types. 68%

AGASSI TENNIS

TECMAGIK
● The king of bleached hair and hairy stomachs takes to the Master System. This is a fairly decent attempt to cash in on the tennis season. 74%

AERIAL ASSAULT

SEGA
● Ancient shoot-'em-up relying on old-fashioned principles of keeping the player busy. Graphics and sound are now dated. 55%

ALADDIN

SEGA
● A different game from the MD with much less platform fun to offer. 54%

ALEX KIDD IN HI-TECH WORLD

SEGA
● Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. 40%

ALEX KIDD IN MIRACLE WORLD

SEGA
● This is undoubtedly his most successful attempt. It was designed in competition to Mario and uses many of the same popular and successful elements. 80%

● Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player though. 76%

▼ **LASER GHOST**
SEGA
● One of the better Phaser games, this can also be played just as effectively with the joystick. There are great statistics and backgrounds. 77%

▼ **LAND OF ILLUSION**
SEGA
● A brilliant sequel to *Castle Of Illusion*. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutesy fun adventure for all the family! 90%

▼ **LEMMINGS**
SEGA
● Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics and so addictive. 89%

▼ **LINE OF FIRE**
SEGA
● Impressive vertical shoot-'em-up, lacking two-player mode. Detailed guardians and decent backdrops. Mindless fun. 70%

▼ **THE LION KING**
VIRGIN
● An excellent licence with superbly detailed graphics and lots of involving platform gameplay. A very good MS adaptation. 87%

▼ **LORD OF THE SWORD**
SEGA
● This arcade adventure contains some great character sprites, but the backgrounds get a little unoriginal. Enjoyable, but too simple. 69%

▼ **THE LUCKY DIME CAPER**
SEGA
● Donald Duck's platformer is amongst the best games around. The graphics are superb. Best of all, it's mega-tough and addictive. 89%

▼ **MARBLE MADNESS**
VIRGIN
● Everything looks great and moves smoothly, but the time limit is pretty easy to beat. A very accurate conversion, though. 74%

▼ **MASTER OF DARKNESS**
SEGA
● As chief vampire-blaster, it's up to you to rid Victorian London of vampires. A good platformer that should keep fans happy for a while. 70%

▼ **MAZE HUNTER 3-D**
SEGA
● Not exactly superb, but there's plenty of incentive to get going as tons of little sprites chase you round a maze. Quite big, but pretty easy. 62%

▼ **MEAN BEAN MACHINE**
SEGA
● The king of puzzlers transfers to the MS with bags of style. It's the frantic gameplay that'll keep you beaning against your mates (and the CPU characters) for days! 90%

▼ **MERCS**
SEGA
● This has got to be one of the easiest games on the MS. It's a pity because there are some good graphics and the gameplay is fun. 60%

▼ **MICRO MACHINES**
CODEMASTERS
● A really great racing title that proves addictive from day one. Superb graphics and difficult tracks will keep you hooked. 90%

▼ **MIRACLE WARRIORS**
SEGA
● This RPG is surprisingly rather good. Controlled via menus that takes time. The graphics are good and the challenge high. 80%

▼ **MISSILE DEFENCE 3-D**
SEGA
● This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

▼ **MONOPOLY**
SEGA
● Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. What's the point? 72%

▼ **MORTAL KOMBAT**
ACCLAIM
● A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 92%

▼ **MS PACMAN**
TENGEN
● Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but dated. 59%

▼ **MY HERO**
SEGA
● This game looks dreadful. It's a really simple beat-'em-up and not very taxing. 54%

▼ **NEW ZEALAND STORY**
TECMAGIK
● Excellent graphics, 12 tunes to keep your eardrums satisfied and all the platform madness anyone could wish for, but it's very hard. 82%

▼ **THE NINJA**
SEGA
● For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics though. 65%

▼ **NINJA GAIDEN**
SEGA
● One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. 88%

▼ **OLYMPIC GOLD**
US GOLD
● Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 70%

▼ **OPERATION WOLF**
TAITO
● The old Phaser gun should have come into its own but the light detection is poor. Neat backdrops, but flickery scrolling is annoying. 67%

▼ **OUT RUN**
SEGA
● There just isn't the feeling of speed in this coin-op. Graphics are kept to a minimum and are very simplistic. 62%

▼ **OUT RUN EUROPA**
US GOLD
● This European interpretation of *Out Run* comprises more vehicles and a longer route. It also tags on a more plausible storyline. 80%

▼ **PAC-MANIA**
TECMAGIK
● An excellent interpretation of the isometric 3-D maze game, which plays pretty well. Looks very old hat though. 68%

▼ **PAPERBOY**
TENGEN
● Emulates the coin-op but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills. 73%

▼ **PETE SAMPRAS TENNIS**
CODEMASTERS
● Superb conversion of the top-notch MD game. Great graphics, superb gameplay, and even a fun 'two players on one GG' mode! 91%

▼ **PGA TOUR GOLF**
TENGEN
● A superb golfing tournament for the MS. Plenty of effort has gone into the structure with fine graphics and realistic stats. 90%

▼ **PHANTASY STAR**
SEGA
● It may be old, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery backup. You'll be coming back to this. 90%

▼ **PIT-FIGHTER**
DOMARK
● A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 63%

▼ **POPULOUS**
TECMAGIK
● A game that you'll either love or hate. This is very accurate to the original, but about ten times as big. 80%

▼ **POWER STRIKE**
SEGA
● An environmentally-friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A good blaster. 72%

▼ **POWER STRIKE II**
SEGA
● A shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour action and detailed sprites. 74%

▼ **PRO WRESTLING**
SEGA
● All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimped on in all departments. 46%

▼ **PREDATOR 2**
ARENA
● Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 36%

▼ **PRINCE OF PERSIA**
DOMARK
● Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and addictive. 85%

▼ **PSYCHIC WORLD**
SEGA
● Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy bombs. 48%

▼ **PSYCHO FOX**
SEGA
● This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. 80%

▼ **PUTT 'N PUTTER GOLF**
SEGA
● A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 78%

▼ **RAINBOW ISLANDS**
SEGA
● A highly cutesy follow-up to the very cutesy *Bubble Bobble*. Bright, cheerful and fun throughout, but much too easy. 69%

▼ **RAMBO III**
SEGA
● Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addition doesn't last. 65%

▼ **RAMPAGE**
SEGA
● Everyone has a destructive nature in them somewhere. You control one or two gorillas who must smash up apartment blocks. Fun. 72%

▼ **RAMPART**
TENGEN
● A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 75%

▼ **RASTAN SAGA**
SEGA
● Hack 'n' slash romp through many varying landscapes, but this is one of the best games of its type. Longer lasting fun. 82%

▼ **RC GRAND PRIX**
SEGA
● Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but this was poor even in its day. 45%

▼ **RENEGADE**
SEGA
● After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 40%

▼ **RESCUE MISSION**
SEGA
● Protect medical supplies that are being distributed to the troops. The graphics are great and the game play's spot on. Got a Phaser? Got a tenner? Get this! 84%

▼ **ROAD RASH**
US GOLD
● Classic stuff. Ride rough-shod over your opponents in the original race 'n' beat. An array of bikes and courses. Get rashed! 90%

▼ **ROBOCOP 3**
ACCLAIM
● Yet another film release without much originality. Very basic gameplay makes this sad. 47%

▼ **R-TYPE**
SEGA
● This is arguably the greatest shoot-'em-up to ever grace the MS. It is – bar the odd graphic deficiency – a totally accurate conversion of Irem's smash hit. 90%

▼ **RUNNING BATTLE**
SEGA
● Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 34%

▼ **SCRAMBLE SPIRITS**
SEGA
● Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. 34%

▼ **SECRET COMMAND**
SEGA
● This is very close to the Capcom *Commando* coin-op; it's even based in a jungle with huts and everything. Enjoyable carnage. 78%

▼ **SEGA CHESS**
SEGA
● Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 80%

▼ **SENSIBLE SOCCER**
SONY
● A very playable game of footy. Presentation is kept simple but effective and you still have all the different styles and formations. 88%

▼ **SHADOW DANCER**
SEGA
● Suffers from flickery graphics and bad response rate, but there are pleasing effects and a lightning quick dog. 59%

▼ **SHADOW OF THE BEAST**
TECMAGIK
● Tecmagik did the business on this conversion of *Beast*. Superb visuals, excellent music and some improved gameplay. 81%

▼ **SHANGHAI**
SEGA
● One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 80%

▼ **SHINOBI**
SEGA
● There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels with that should be a doddie. 69%

▼ **SHOOTING GALLERY**
SEGA
● Only four simple rounds of shooting various targets. 52%

▼ **SHOOTING GAMES**
SEGA
● Hone your light gun skills with three varying types of game – marksman shooting, trap shooting and safari hunt. 60%

▼ **SLAP SHOT**
SEGA
● Like its MD counterpart, *EA Hockey*, Slap Shot is easy to get into and has all the added extras like brawling and dodgy umpiring. 68%

▼ **SONIC CHAOS**
SEGA
● Play as Sonic or Tails in this platformer. Great graphics but gameplay hasn't changed and it's not too easy! 69%

▼ **SONIC SPINBALL**
SEGA
● Sonic stars in his own pinball game, but this conversion is far too easy to complete as you can move him so much in midair. 63%

▼ **SONIC THE HEDGEHOG**
SEGA
● Totally excellent conversion proving that the MS can retain some originality. Sonic's original adventure is still playable. 83%

▼ **SONIC THE HEDGEHOG 2**
SEGA
● A fantastic version of the most famous game in the world, but it's buggy. Don't be too disappointed when Tails doesn't appear. 87%

▼ **SPACE GUN**
SEGA
● If you're a dab hand with the Phaser, this title might just bring a smile to your face. 56%

▼ **SPACE HARRIER**
SEGA
● There's no way of restarting or continuing on any of the 18 levels – even arcade players will be tested here. 74%

▼ **SPEEDBALL 2**
VIRGIN
● Jump into the future and play a vicious game of handball. The graphics are superb and the playability still as great as ever. 88%

▼ **SPELLCASTER**
SEGA
● One of the greatest and toughest RPGs on the MS, ranking almost as good as *Phantasy Star*. You'll go underground, through space and time and even to the land of the dead. 86%

▼ **SPIDER-MAN**
SEGA
● Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 72%

▼ **SPY VS SPY**
SEGA
● The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. 83%

▼ **STAR WARS**
US GOLD
● This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 88%

▼ **STRIDER**
SEGA
● The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 60%

▼ **STRIDER II**
US GOLD
● Very similar to the original *Strider* in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 65%

▼ **STREETS OF RAGE**
SEGA
● This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 82%

▼ **SUMMER GAMES**
SEGA
● This is a real disappointment. The graphics are hopeless with terrible sprites and no detail in the backgrounds. Give it a miss. 40%

▼ **SUPER OFF ROAD**
VIRGIN
● Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper. Sprites are a little shoddy, but the speed compensates for this. 81%

▼ **SUPER KICK OFF**
US GOLD
● All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a shame. 68%

▼ **SUPERMAN**
VIRGIN
● A platformer that suits our superhero down to the ground. Each level contains well drawn backgrounds and impressive sprite animation. 74%

▼ **SUPER MONACO GP**
SEGA
● A simultaneous split-screen two-player mode makes for bad graphics with flimsy backgrounds and unrealistic animation. 48%

▼ **SUPER MONACO GP II**
SEGA
● A useless motor racing simulation. The graphics are dire and the whole game should be avoided at all costs. 21%

▼ **SUPER REAL BASKETBALL**
SEGA
● Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 82%

▼ **SUPER SMASH TV**
ACCLAIM
● A long awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one – and it's much too hard. 60%

▼ **SUPER SPACE INVADERS**
DOMARK
● Original waves and a sensational simultaneous two-player option sets this miles above any clone. 80%

▼ **SUPER TENNIS**
SEGA
● The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

▼ **TAZ-MANIA**
SEGA
● The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 74%

▼ **TENNIS ACE**
SEGA
● Forget *Super Tennis*. There's a great side-on close-up of the server and the view down onto the court works well. 80%

▼ **THE TERMINATOR**
SEGA
● Although only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy it's just about as tough as the man himself and won't be completed in a hurry. 78%

▼ **THUNDER BLADE**
SEGA
● There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection and that alone shortens its appeal. 52%

▼ **TOM AND JERRY**
SEGA
● You're likely to finish this cartoon adventure far too quickly. Pleasant platform comedy, but it won't last long. 58%

▼ **TRIVIAL PURSUIT**
DOMARK
● This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 76%

▼ **T2: JUDGMENT DAY**
SEGA
● You wonder why they bothered to send him back in time to fight flickery sprites with only a pathetic pun and a pop-gun. Tedious. 35%

▼ **ULTIMA IV**
SEGA
● If you like RPGs such as *Phantasy Star* and *SpellCaster*, then you should have this in your collection. It's vast and challenging. 87%

▼ **ULTIMATE SOCCER**
SEGA
● Plenty of options and challenging competitions make this a well-put-together footy sim that has good graphics and gameplay. 79%

▼ **WIMBLEDON**
SEGA
● Centre court has never been so good on the MS. Realistic graphics and superb animations made even better by super-fast play. This is a tennis sim of the highest standard. 86%

▼ **WINTER OLYMPICS**
US GOLD
● The game that spawned awful TV ads. All the bob and ski events could do with a revamp as they're much too similar. A bit frozen. 58%

▼ **WOLFCHILD**
VIRGIN
● A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average and a little dull. 57%

▼ **WONDER BOY**
SEGA
● This still holds much appeal for many arcade adventurers. Sadly, everything – all the graphics, sound effects, etc – are very dated now. 70%

▼ **WONDER BOY IN MONSTERLAND**
SEGA
● The Boy's second outing continues the challenging gameplay. You've 12 levels to progress through and the action is constantly fast and the baddies furious. 73%

▼ **WONDER BOY IN MONSTER-WORLD**
SEGA
● Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 75%

▼ **WONDER BOY III: DRAGON'S TRAP**
SEGA
● If you like the others, you'll go wild over the third outing which is the best by miles. A great arcade adventure. 80%

▼ **WORLD CLASS LEADER BOARD**
US GOLD
● A quality golf sim with all the bells and whistles. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 80%

▼ **WORLD CUP ITALIA 90**
SEGA
● It's a lot easier to control the ball in this than *Kick Off*, but ultimately you feel more like you're playing a table-top pub game than anything close to the real thing. 67%

▼ **WORLD TOURNAMENT GOLF**
SEGA
● This golfing sim comes across fairly well on the MS. Many different competitions to enter and the controls are very easy to master. 72%

▼ **WWF: STEEL CAGE**
ACCLAIM
● Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. This is a very plausible attempt to recreate the action. 69%

▼ **XENON II**
VIRGIN
● You'll have great difficulty telling the difference between the 16-bit original and this version. Great stuff, but there are some very dodgy collisions here. 76%

▼ **YS: THE VANISHED OMENS**
SEGA
● An excellent RPG, but doesn't have the playability of *Ultima*, *Phantasy Star* and *SpellCaster*. Even so, it's a real puzzler. 73%

▼ **ZOO!**
GREMLIN
● Easy access platform action that's let down by too little originality and a sorry amount of challenge. No surprises. 72%



▼ **AFTER BURNER**
SEGA
● The classic coin-op gets yet another conversion, but at least this one is virtually arcade perfect. Only £40, it's still a great blast with super-fast 3D scaled graphics. 84%

▼ **COSMIC CARNAGE**
SEGA
● A very disappointing one-on-one beat-'em-up that, apart from the odd bit of graphics scaling, looks like a normal MD game. Nowhere near as playable as *MKII* or *SSFII*. 62%

▼ **DOOM**
SEGA
● The best of the first few 32X releases, this is a great conversion of the legendary PC game. A 3-D maze blast-'em-up with scaled graphics and lots of gore. Incredibly playable. 94%

▼ **SPACE HARRIER**
SEGA
● Another old coin-op gets a perfect 32X conversion, but this 3-D blaster is old hat with incredibly mind-numbing action. 43%

▼ **STAR WARS ARCADE**
SEGA
● The superlative arcade machine is converted perfectly to the 32X with great polygon graphics and lots of enjoyable blasting. It can get a tad repetitive after a while, though. 87%

▼ **VIRTUA RACING DELUXE**
SEGA
● A souped-up 'deluxe' version that even outdoes the coin-op with a choice of three cars and two extra tracks. Smoother and faster than the previous MD version. 90%



▼ **GALE RACER**
IMPORT
● A souped-up conversion of the old *Rad Mobile* coin-op racer. Sadly the dodgy collision detection with other vehicles makes for unrealistic overtaking and you'll soon complete it. 64%

▼ **VIRTUA FIGHTER**
IMPORT
● The brilliant arcade 3-D beat-'em-up gets a near-perfect conversion, suffering only from the odd bit of polygon flicker. This shows off exactly what the Saturn is capable of. 95%

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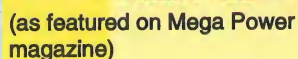
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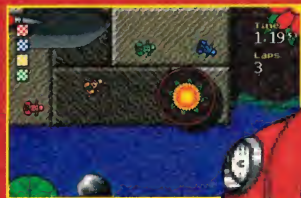
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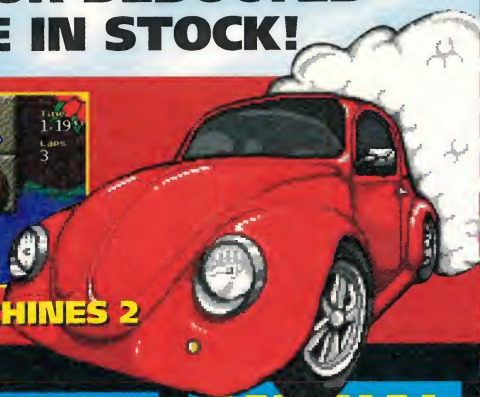
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PROTEST!

This is your section of the magazine. We give you the chance to air your views on any subject that fascinates you, foxes you or simply makes you furious. There are also loads of cards and T-shirts to be won – so get writing!

PROART

Too much artwork is missed because it has been addressed to ProTest. Send your art to ProArt instead. Sorry – but we cannot return your work.

PROTEST!

This month the postman's sack has been bursting with your musings on all things Sega, so it's impossible to print every letter I receive. I've made this point to save myself from some sort of hideous death at the hands of those readers feeling spurned by the letters page.

It's amazing how many people take it as a personal insult when their letter isn't printed and threaten some kind of evil retribution as a result. Remember, letters get printed on merit, not because you're going to kill me or yourself if it's not published. If it's good stuff it gets in the mag; that's the bottom line.

FANTASY FAILURE

I am writing to complain about your FIFA Fantasy Football. I think it's a brilliant idea but what's the idea of Liverpool losing every game they play? I know they're not the greatest team in the world but at least they could beat Chelsea!

My friends and I agree that I am an expert at FIFA Soccer and I think that I could beat anybody as Liverpool. I'm sure that their ratings aren't that low!

Jonathan Bell, Belfast, Northern Ireland

Well, well Jon my boy, ya fancy yourself a bit, don't ya? I'll get back to your wild claims in a minute but first I obviously need to get your views on Chelsea sorted! It's true their individual and overall ratings were lower than those for any other team. However, a combination of fanatical determination and skill

(by the Chelsea Captain and biggest fan) ensured the Blues a top-three position at the end of the season.

As for Liverpool, let us just say it's a sorry tale. As you rightly say, Liverpool's ratings are among the best in the league. Unfortunately they were controlled by Chris Hunt-Newham, SEGA XS's version of the lad who always got picked last during footie training. This guy took the Liverpool team to record lows throughout the season and should go down in history as the world's worst FIFA '95 player!

Finally, I've only got one thing to say to your bold, some would say foolhardy, FIFA challenge.

Come and 'ave a go if ya think yer 'ard enough!



MIDDLE-EAST MUSES!

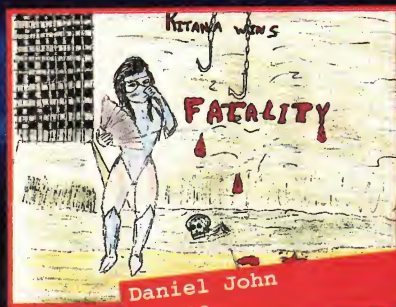
Hi there. I want to tell you that your mag is a great one. I tried lots of UK mags, and even US mags, but nothing compares to you! SEGA PRO is the best games magazine in the world.

I want to buy a new game and I need your advice. I'm thinking of one of these: Virtua Racing, Mortal Kombat 2, Sonic And Knuckles or Micro Machines 2. I don't care about the price, because Virtua Racing costs here about £37 only. Please tell me what game is the best on the Mega

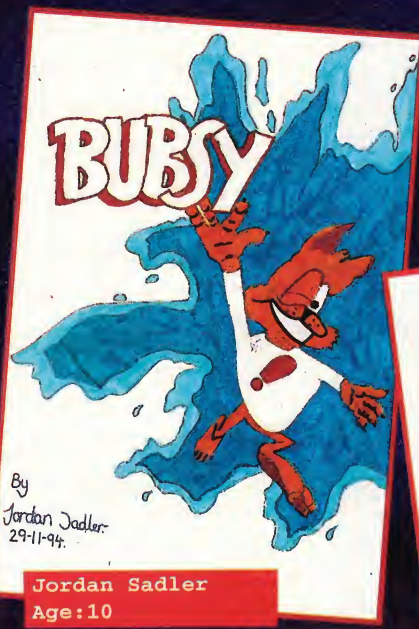
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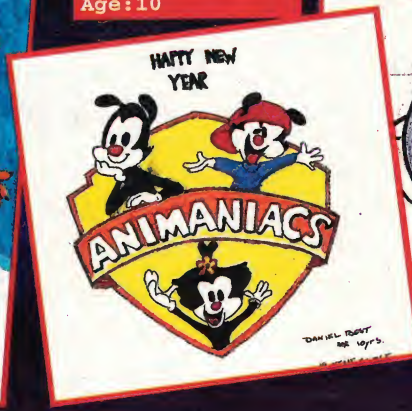
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PROTIPS

Please be careful to address any hints, tips or players' guides to PROTIPS, to ensure that Mark turns his attention to it speedily. Also, please try to send in original tips and not ones that have appeared in other rival magazines!

PROHELP

Our revitalised section is much bigger and better than ever! So if you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem. You can be sure that whoever has drawn the short straw that month will help!

PROSCORES

Yep, they're back in the mag and better than ever. If you have a score you think whips all the other scores into submission, please fill in the usual form thing and send it in to us with photographic evidence. Who knows, there may be a prize in it!

PROBLEMS AND PROCURES

Answering your questions is one of the most important jobs at SEGA PRO (Honest!) as we really do care about our readers' points of view.

In this section we aim to help those in need, respond to those in distress and be there for those whose gameplaying misery is deep! After all, we're genuine, caring people! If the family Mega Drive just isn't working properly, your Game Gear is constantly causing headaches or you're after an elusive import game, this is the section to write to. Send your problem posers to:

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Bournemouth BH1 1NF

+ Jason Tyler from Wigan wants to know if the Mega-32X add-on will work with the old-style Mega Drive. He says he has an older-model Mega Drive and a newer-model CD. Jason is thinking about buying the system as well but isn't sure of its worth, as he thinks it may be abandoned next year, once the new generation of machines takes control.

Well Jason, to set your mind at rest, all of the current and old-style Mega Drive will be able to utilise the new 32X technology. As for your worries we can understand your fears about wasting cash on a machine that will be disregarded in 12 months' time. However, it really depends on your desire for a new system now. After all, the 32X is in the shops at the moment and there are already over 50 games planned for release by Easter. On this score it's clear there is going to be no shortage of software support at the moment. So if you feel comfortable spending your wad on the 32X, go for it. You'll not be wanting for games in the short term at the very least.

+ Andy Stephens from Newcastle is having trouble working out how to get his Sonic & Knuckles cart to allow him to play through Sonic 1 on the Mega Drive. He says he can't get into the main game.

Well, young Andy, there is a simple reason for this. The backwards compatibility is not designed to allow you to play through Sonic 1. Instead there is a cheat which lets you play the

Drive. Thanks and keep up the good work.

Ahmad Aref, Amman, Jordan

Well, I'm glad you came to the obvious conclusion that SEGA PRO is the world's number-one magazine. Although this isn't a difficult concept to grasp when looking at some of the competition (arse is a really funny word isn't it, guys!).

As for your query, it really depends what type of game you get off on. For example, if you're a beat-'em-up fan Mortal Kombat 2 would be the obvious choice from your selection. Personally I'd go for Micro Machines 2, but only because I love crushing the rest of the crew in the manic four-player mode. It's one of the few joys I get in life, in fact, which says something eh!



GIRLS, GIRLS, GIRLS

I am one of many girls at a boarding school. As a boarder I have to leave my beloved Mega Drive and Game Gear at home. I really miss them and the games, especially MM2 (Mega Drive) and MK2 (Game Gear) because they're the best games I've got, so a big HELLO to them.

Because it is an all-girls boarding school, they're all more interested in Take That and East 17 than Mega Drives. I personally think they're all totally sad. Over to the questions.

1. Is *The Lion King* a good game on the Game Gear?
2. What is the *Excellent Dizzy Collection* like on the Game Gear?

3. What are the five best RPGs on the Mega Drive (apart from *Landstalker*)?

4. Will there ever be a game with Tails as the main character, without Sonic and Knuckles?

5. Does the 32X use cartridges or CDs?
Elizabeth (Lizzy) Korbey, Hampshire

If Santa doesn't give me a 32X for Christmas he's a dead man!

Adrian Rowan, York

What chance have you got against a fat bloke with steel toecaps in his wellies and a herd of killer reindeer backing him up?

John Major reads Sega Power!

Vivian Pike, Plymouth

No way, even the our grey Prime Minister is not that boring.

When are Sega games going to show boobs like Sky TV?

Alexander Morris (aged 9), London

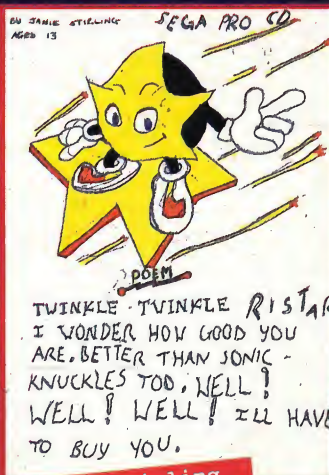
It'll be way past your bedtime sonny!

What kind of evil headmistress do you have at your school, Lizzy? She really must be a right old witch to ban the Mega Drive from your room. I mean what's her problem? Is she against you having a bit of fun? If I were you I'd organise a massive rebellion against the old dragon, smuggle in your Mega Drive and get a group of your friends together to play games the whole night through. Don't be browbeaten by petty

KNUCKLES



THE ECHIDNA
Adam White
Age:10



TWINKLE TWINKLE RISTAR
I WONDER HOW GOOD YOU ARE, BETTER THAN SONIC - KNUCKLES TOO, WELL!
WELL! WELL! ILL HAVE TO BUY YOU.

Jamie Stirling
Age:13



Jamie Buckley
Age:10



Joe Rutherford
Age:12



bonus game from the original adventure of Sega's spiky blue star, but unfortunately not the main platform levels.

To access the bonus stage, simply press the A, B and C buttons when the *Sonic 1* cart has been slotted in, to make the rotating blue spheres by the Start option turn red. Once this happens you're in, playing the sphere bonus game as Knuckles to your heart's content.

bureaucracy my girl, go out and seize the day!

Anyway, your questions are panting to be answered, so here goes:

1. Yes.
2. If you're a fan of our eggy friend it's well worth splashing out some dosh on!
3. This is a toughie, but, in no particular order, here's the top five games as selected by the Pros: *Shining Force 2*, *Dune*, *Warriors Of The Eternal Sun*, *Phantasy Star 3* and *Soleil*.
4. No.
5. Both (it can use CDs via the Mega-CD).

MAVIS IS A COW!

I have a few queries to ask (I sound like a bloody agony aunt) and some suggestions...

1. Which shall I get, out of *Micro Machines 2*, *FIFA '95* or *Sensi World Of Soccer*?
2. Instead of ProFile why not do a cut-out ProFile and every month add a bit onto it (list all the new games)?
3. Is the 32X worth £169.99?
4. Ass [sic] well as reviewing games why not review new Sega consoles as they come out, things like the Action Replay and joypads?
5. What percentage would you give *Sonic And Knuckles* if I only had *Sonic 1* and *Sonic Spinball*?
6. In the Christmas issue of your mag it said *Ristar* would be the new Sega mascot. Does this mean that there will be no more *Sonic* games?
7. Are there any plans for a *Red Dwarf* game?

Thanks for taking my letter seriously.

Daniel "Rames Nibblie The Third Ker-plunk Whoops Where's My Thimble?" Beale, Cheshire

PS Will you write in big letters "Mavis Hodgeson (my old Primary School teacher) is a cow"? Thank you!

Happy to oblige and if anyone else wants to abuse someone, send in your abuse to ProAbuse and we'll set up a regular column! However Thimble, or whatever the hell your name is, perhaps old Mavis was always on your back because of your atrocious spelling. I corrected most of it but even so it was appalling!

Anyway, some answers:

1. Oh God, not again. Go for *FIFA '95*!
2. We like it just the way it is.
3. Depends how much dosh you've got to splash around. However, don't forget you're looking at £60 a game on top of that and the only really great game

so far is *Doom*. It might be worth saving your pennies for the Saturn. Having said that I'm confident there is going to be plenty of software support for the 32X, so you'll have loads of games to choose from.

4. We are always looking to do features like this. Basically, it's all dependent on what's about.

5. The same as our review. Remember it's a game in its own right.

6. Not at all. What we actually said was *Ristar* has the potential to be a real star (no pun intended!).

7. Nope.

MASTER SYSTEM WOES

I own a Master System 2 and I find it hard to get a magazine with a lot of Master System reviews. I have tried *Sega Magazine*, *SEGA XS* and your own magazine. I did find that your magazine had the most although I would appreciate it if you printed some more such as *Batman Returns*, *Alien 3* and *Outrun Europa*. Please could you try to do this.

I would also like to know why any reviews you do print for the Master System are only one page instead of two pages like your Mega Drive reviews. I would appreciate a reply to this letter.

Simon Turbitt, Belfast

And a reply you shall have, Simon. It really is quite simple, we can only review games we can get hold of from the software houses. The problem these days is that very little is being produced for the Master System. You have to remember that the times are changing and a whole new generation of machines are on their way. This inevitably means other machines will soon become obsolete, as attention turns to producing games for the new systems.



HELLO MOTHER!

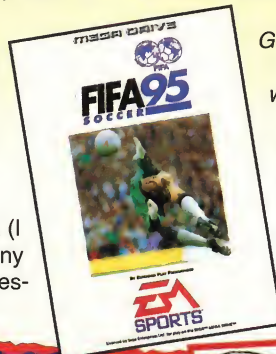
My children love their Sega Games, So engrossed, when called ignore their names, Challenges made to friends that call, They seldom lose, beat one and all. All characters fight to the very last, Yet when I play those heads are hung, For I'm not male, nor quite so young, Yes I am the Mother of three, But on the games they can't beat me!

Just in case you want to know, I'd love a *Star Wars* cart or *Mickey Mania* or even *Bubsy 2* would be great. If not then please stand to attention whilst popping this letter in the bin.

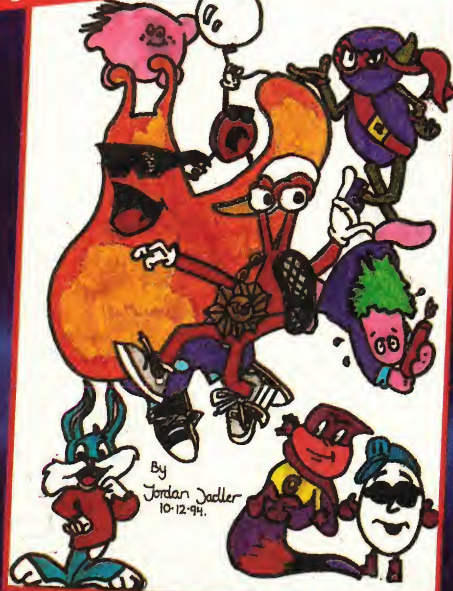
Mrs J A Bunce, Swindon

PS I'm 38 and also love the Sega Mega Drive.

Well it's great to hear from someone who appreciates the thrill of crushing small children on their favourite games. I hope you gloat long and loud as each wee bairn bites the dust! As original as your poem is, I'm afraid it's not quite cart winner material, but I'll send you a *SEGA PRO* T-shirt for your troubles.



Jordan Sadler
Age: 10

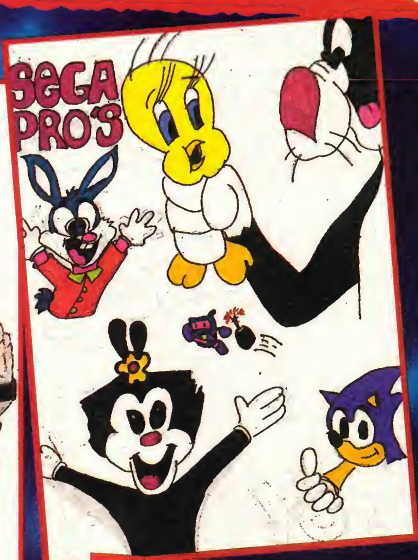


Stuart Kirkham
Age: 10



Steve Atkinson
Age: ??

Sarmad Shiltagh
Age: 13



Jamie Stirling
Age: 13

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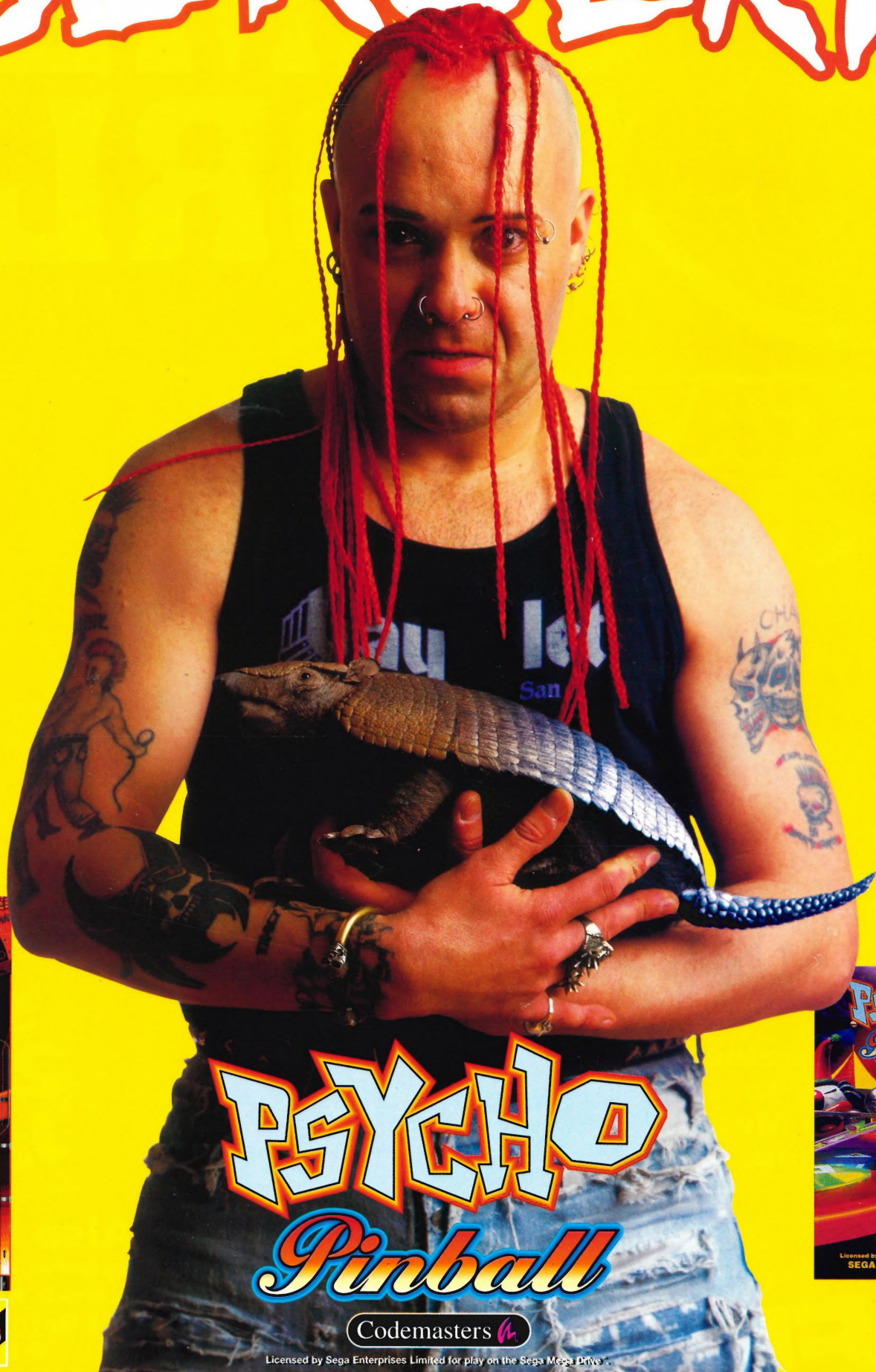
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